

# STAR 40<sup>TH</sup> TREK™

1983 - 2023

FOR USE WITH  
**FASA**  
GAME SYSTEM

**A GAME FOR ROLEPLAYING**

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



230822.01

## NPC PACK: MEDICAL

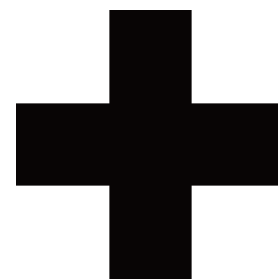
Five Administrators

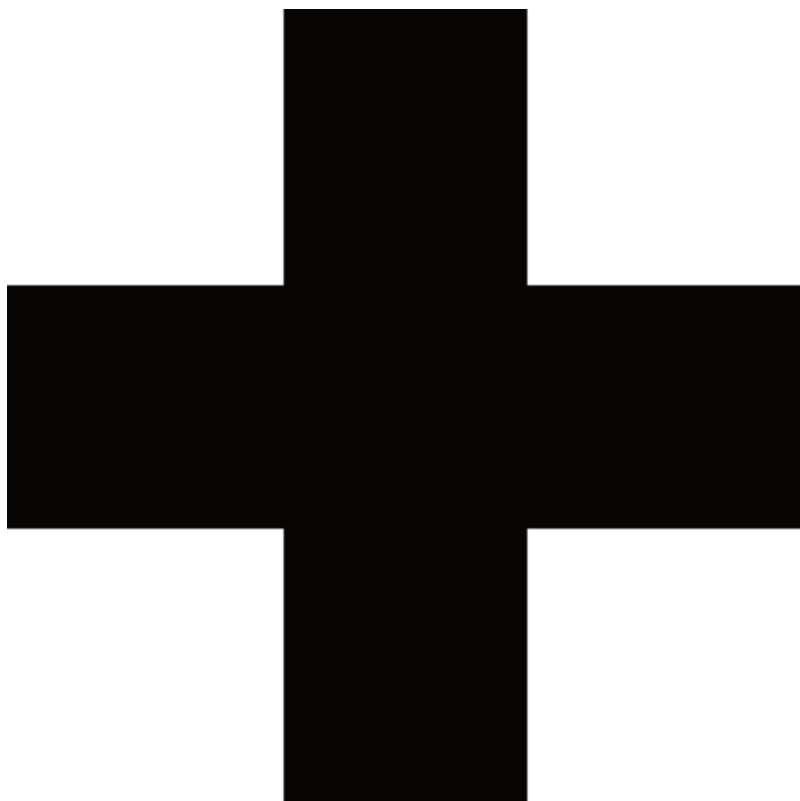
Five Doctors

Five Nurses

Five Lab Techs

Five Blanks for your Campaign





**Jack Photon's**  
*4.0<sup>TH</sup> FANTAVERSARY REVISION*

**STAR 40<sup>TH</sup> TREK™**

THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates

1983 ~ 2023



21st Century

**HOUSE  
RULES**

for 23rd Century Gaming

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# Notes

While Medical personnel are forbidden the command chair, they do rise in rank as all others through to the Admiralty. Thus, Administrators tend to be placed high in Star Fleet, the Federation Regulatory system or even retired to the private ranks. Captain-rank Doctors tend to be borderline-Administrators, overseeing smaller bases, outposts or the largest of transport vessels the Colonization Division has to offer. Similarly, a Captain may oversee the Commanders of a local patrol group or be Chief of a Starbase. Commanders and Lt. Commanders tend to be Department Chiefs of higher profile ships and larger contingents of personnel (100+). All the while, a frosh-tour Lt. Doctor may very well be the Chief of a smaller ship.

Similarly for Nurses, the higher the rank, the more administrative the position becomes up to Admiral. Any Nurse will always be of subordinate rank to the Medical Chief. While a Nurse may rank a Doctor, in all medical decisions Nurses remain subordinate. Starfleet tends to minimize such assignment disparities. Lastly, Lab Techs eventually gravitate further into the Sciences, Nursing or even to Doctorate-hood.

## Editorial Note.

Deciding where to draw the line on character particulars was difficult. On the one hand, I don't want to constrain any GM to hair color and such minimal-to-irrelevant details. At the same time, minutia such as that is just about the last thing you the GM need to concern yourself with -unless it's relevant to your story points.

Thus, as with all gaming items, change what you wish to suit the purposes you need at hand. Raise/lower numbers, change names, heights and identities to your ends.

There are two details that are deliberately left blank. The Date of Birth and Current Assignment are open so that you, dear GM, may backdate the character to your game year and assign the requisite station.

Dreams and history descriptors were off-the-cuff based on comparing life path, term assignments, durations, efficiency ratings, medals and all that to create a simple story. You should be able to look at any given year of a character's life and generate a one-off tale for them to tell, such as Admiral Vitalis and her times with the K'Zin.

As to artwork, I wasn't going to include any at all as the time for 20 portraits times numerous supplements equals a lot of time and money. However, my old artist pal, T-Pi, came across a so-called AI image generator. While results tend to be on the nightmarish side, some few acceptable portraits were coaxed out of it.

Many if not all are modified slightly to heavily. There are no such things as 'Tel-larites' for the Stable Diffusion program to work from, so it gets stuck on details like that and needs work-arounds and post-editing. Lots of post-editing. The imagery thus generated is ©you, but there are some minimal terms of service anyone who cares to look into can read. Regardless, all art work contained herein is ©2023 T Pi.

Dice on!

Jack Photon, 2023

PS. If printing this as one tome for binding, print pages 3-106, double-sided. 32lb plain white is this author's preferred paper.

Pages 1, 2 & 107, 108 are inner/outer covers. (Spine label to your right.) —> Heavy, (48-72 lb) dble-side gloss is suggested. Matte or other work fine too.

Even-pages should print on the left hand side with odd-pages on the right.







Family

Homeworld: Small Colony, 65yrs est.  
open-air, terraform

Family Famous, Exiled

Parents: Mother Dec. Raised by relations

Childhood: Small Village

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / <del>N</del> / Lk / Lv	A/P/E
2.	Y/ <del>N</del> /?	Y/ <del>O</del> /T	Ht / Dis / <del>N</del> / Lk / Lv	A/ <del>P</del> /E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Rom Happy

Cadet Rom-Tragic, suicide

Term 1 Enemy Coll, hates me, humil him 10  
2 -  
3 -  
4 Rom, Happy  
5 Big Creds, 50kcr!  
6 -  
7 Headache, Falsely accused, prof  
8 -  
9  
10

Areas of Improvement

Skills Attribute

1 Sports, Diving -

2 Arts, Dancing

3 Veh Op, Grav

Awards and Honors

Cadet High Honors, Commendation

Term 1 -  
2 SF Dec Conspicuous Gallantry  
3 -  
4 Karagite Order, Purple Heart -Scratch  
5 -  
6 Gold Palms and Silver Palms,  
7 SF Honor Roll  
8 SF Dec Conspicuous Valor  
9 -  
10

History and Notes

Look at Jarren's file and is it any wonder he made the Admiralty in a mere twenty years of service? An exceptional administrator, doctor, teacher and negotiator. An accomplished biologist, oceanographer, leader and legal mind. Jarren is brilliant with a smooth charm, assured confidence and fantastic luck, making for one of the Federation's finest minds.

Dreams and Direction

Another 20 years of service and it's mandatory retirement regardless. This leaves plenty of time to pursue academic achievement while it's fresh -and get some ocean diving expeditions whenever possible.



NAME	JARREN ISTAPHE	AGE	52
SPECIES	P.O.B.	SEX	M
HUMAN	TIBURON	HT	6'5
RANK	ADMIRAL, DR.	WT	200
BRANCH	MED, MINOR BUR	HAIR	BLACK
ASSIGNMENT		EYES	BROWN
		D.O.B.	

# ADMIRAL JARREN ISTAPHE, DOCTOR

93010101

[illegible]

Personal/Family Notes	CREDITS 122kcr
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Awards, Honorifics and Notes	
Cadet Cruise	High Honors, Commendation, Farragut shakedown
Consp Gallantry	
in, Maiden Voyage	
e Order, Purple Heart -Scratch	
lms, Silver Palms	
or Roll	
Consp Valor	
, 1yr in	

STR 63	END 61	INT 86	DEX 70	CHA 80	COOL 85	LUC 82	PSI 02
FOOLIES (CHA+COOL)/2 round down 82		PERCEPTION (INT+LUC)/2 round down 84		FOCUS (INT+COOL)/2 round down 85		PERSEVERANCE (END+LUC)/2 round down 71 (INT+LUC)/2 round down 84	

Administration . . .	<u>80</u>	Demolitions . . . .	_____	Medicine Human	<u>80</u>	ST Sensors . . . .	<u>40</u>
Anthrop	_____	Disguise . . . . .	_____	Vulcan	<u>25</u>	ST Services . . . .	_____
	_____	Ecology . . . . .	<u>51</u>	Meteorology . . . .	_____	ST Weapon Ops . .	_____
Appraisal . . . . .	_____	Electronics . . . .	_____	Negot/Diplomacy	<u>84</u>	ST Weapons Tech	_____
Archaeo	_____	Enviosuit Ops . . .	<u>80</u>	Oceanography . . .	<u>60</u>	Stealth/Hide . . .	_____
	_____	Federation History	<u>30</u>	Pers Wpn Tech . . .	_____	Streetwise . . . .	_____
Art	_____	Federation Law . . .	<u>60</u>	Philosophy	_____	Survival	_____
	_____	Forgery . . . . .	_____		_____		_____
Astron/Atrophys . .	<u>10</u>	Gaming . . . . .	_____	Physics . . . . .	_____	Track/Evade . . . .	_____
Biology . . . . .	<u>60</u>	Gambling . . . . .	_____	Psych Human	<u>48</u>	Trade & Commerce	<u>25</u>
Botany . . . . .	<u>25</u>	Geology . . . . .	_____	Andorian	<u>30</u>	Transporter Ops . .	<u>25</u>
Bribery . . . . .	_____	Hvy Wpns Op/Tech	_____	Scrounge . . . . .	_____	Transporter Tech.	_____
Burglary . . . . .	_____	History	_____	Seduction . . . . .	_____	Trivia	_____
Carousing . . . . .	<u>42</u>		_____	Shuttle Pilot . . . .	_____		_____
Chemistry . . . . .	<u>40</u>	Holotechnology . .	_____	Shuttle Sys Tech	_____	Variable-G Ops . .	_____
Combat	_____	Instruction . . . . .	<u>85</u>	Sm Equip Tech. . . .	<u>41</u>	Vehicle Op	_____
Archaic . . . . .	_____	Interrogation . . . .	_____	Sm Unit Tactics . . .	<u>40</u>		_____
Club Armed . . . . .	<u>10</u>	Intimidate . . . . .	_____	Sports Swim	<u>28</u>	Warp Drive Tech . .	_____
H-T-H . . . . .	<u>42</u>	Lang Andorian	<u>22</u>	Dive	<u>27</u>	Zoology . . . . .	_____
Modern . . . . .	<u>40</u>		_____	ST Cbt Tac/Str. . . .	<u>20</u>	Medicine Edoan	<u>25</u>
Computer Op . . . .	<u>42</u>	Law	_____	ST Comm Proc . . . .	_____		_____
Computer Tech . . .	_____		_____	ST Comm Tech . . . .	_____		_____
Culture Andorian	<u>15</u>	Leadership . . . . .	<u>60</u>	ST Engineering . . . .	_____		_____
	_____	Life Support Tech	<u>20</u>	ST Helm . . . . .	_____		_____
Dmg Ctrl Proc . . .	<u>10</u>	Materials Science . .	_____	ST Navigation . . . .	_____		_____
Def Shield Tech . .	_____	Mechanics . . . . .	_____	ST Security . . . . .	<u>10</u>		_____



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	82	PSI Vector	56	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool NATURAL		
		SAVE (END/2 rd)								
		SAVE (END/4 rd)	15	BARE HAND DAMAGE... 1d10+3		TO HIT TABLE				
		UNC (END/10 rd)	6	WEAPON DAMAGE		Modern..... 30 ..... 70 ..... 50 ...PER SETTING				
1	SAVES	SKILL BONUS.....+ 1		(SKILL + DEX)/2=TOHIT DMG		H-T-H..... 30 ..... 70 ..... 50 ... 1d10+4				
2		TOTAL.....= 1d10+4		Club .. 10 ..... 70 ..... 40 ... 2d10+3						
3		STR BONUS.....+ 3								
4		SKILL BONUS.....+ 0								
5		TOTAL.....= 3								
6		Action Point Table		A Opportunity Action						
7		Position Change								
8		Turn in Place		1						
9		Stand-to-Sit or reverse		1						
10		Stand-to-Kneel or reverse		1						
11		Kneel-to-Prone or reverse		1						
	Movement									
	Walk 1sq orthogonal		1							
	diagonal		1.5							
	Evade 1sq orthogonal		2							
	diagonal		3							
	Crawl 1sq orthogonal		2							
	diagonal		3							
	Run for full Turn		1/2 all AP							
	Climb Stairs or Ladder		2x AP							
	Climb Rope		3x AP							
	Swim		2x AP							
	Equipment and Weapon Use									
	Short Communication		1							
	Draw and Ready Device		2							
	Operate Familiar Device		2							
	Draw and Ready Weapon		2							
	Aim Weapon		2							
	Quick-Draw and Fire		3							
	Fire Ready Weapon		1							
	Throw Ready Weapon		1							
	Adjust Weapon Settings		2							
	Reload Weapon		2							
	Combat and Emergency Evasion									
	Attack		min. 3							
	Parry/Defend		min. 2							
	Dodge		min. 3							
	Duck Thrown Weapon		2							
	Hide in Same Square		1							
	Hide in Adjacent Square		4							
	Roll Sideways		2							
	Drop-to-Ready		1							
	Drop-to-Prone		0							
	Dive to Prone		2							
	Dive Roll		4							
	Flying Tackle		min. 4							
	Terrain Modifiers									
	Clear, Road or Path		1x AP							
	Hills, Light Vegetation		2x AP							
	Swampy, Rocky, Hvy Veg		3x AP							
	Cliffs, Rough Terrain		2x - 4x AP							
	To-Hit Modifiers									
	Target Modifiers									
	Range									
	Point-Blank		-15							
	Short		0							
	Medium		+15							
	Long		+30							
	Extreme		+45							
	Size									
	Very Small		+30							
	Small		+15							
	Man-size		0							
	Large		-15							
	Specific Location		+15							
	Position									
	Standing		0							
	Crouched		+5							
	Prone		-10							
	Concealment									
	≤ 1/3		0							
	1/3 - 2/3		+10							
	2/3 ≥		+30 or more							
	Movement									
	Stationary		-15							
	Moving		0							
	Running		+5							
	Attacker Modifiers									
	Aiming									
	Aimed Shot		-25							
	Snapshot		0							
	Quick-Draw/Shoot		+25							
	Wrong-Hand		+20							
	Simultaneous Attacks		+10 each							
	Movement									
	Stationary		0							
	Moving		+5							
	Running		+15							
	Evading		+30							
	Vulcan Nerve Pinch									
	Target is:									
	Totally Unawares		-30							
	Surprised or Distracted		-20							
	Alert and Aware		+20							
	Aware of the Technique		+40							

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	JARREN ISTAPHE	AGE	52	STR	<b>D</b>	<b>Top Skills</b> 1. Admin, B 2. Neg/Diplo, B 3. Med, Hum, B 4. Biology, D 5. Oceanog, D ...			
SPECIES	P.O.B.	SEX	M	END	<b>D</b>				
HUMAN	TIBURON	HT	6'5	INT	<b>B</b>				
BRANCH	MED, MINOR BUREAUCRAT	WT	200	DEX	<b>C</b>				
RANK	ADMIRAL	HAIR	BLACK	CHA	<b>B</b>				
CURRENT ASSIGNMENT		EYES	BROWN	COOL	<b>B</b>	Dept Head	Y <input checked="" type="radio"/> N <input type="radio"/>	Cmd School	Y <input checked="" type="radio"/> N <input type="radio"/>
		D.O.B.		LUC	<b>B</b>	Contact Team Certified?			
				PSI	<b>H</b>	Y <input checked="" type="radio"/> F <input type="radio"/> N <input type="radio"/>			

23010101



## Service Record

### Honors

Grad w/ High Honors  
 Commendation  
 SF Dec Consp Gallantry  
 Karagite Order of Heroism  
 Purple Heart  
 Gold Palms  
 Silver Palms  
 SF Honor Roll  
 SF Dec Consp Valor



### Assignments 22+ Years Served

Cadet ST Farragut, Shakedown Cruise, 1  
 Term 1 Contact Team, 1  
 Term 2 Acad Instructor, 4  
 Term 3 ST Potemkin, Maiden Voyage, 5  
 Term 4 Exp, 2  
 Term 5 Cmd School, 2  
 Term 6 Merch Marine, 3  
 Term 7 Colonization, 2  
 Term 8 Col, 3  
 Term 9 Current, 3, one year in  
 Term 10



Name ARIADNE VITALIS

Personal Notes and Lifepath

Family

Homeworld: Shipwrecked 7yrs, open-air Natural

Family Local Leaders, Okay

Parents: Separated, Father Dec.

Childhood: Large City after rescue

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / <del>LO</del>	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / <del>NO</del> / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Rom, prob, plain incmptble

Cadet 1 -  
2 Enemy ex-Lov, Mut, No like

Term 1 Ruffled Feathers  
2 -  
3 -  
4 Rom, prob, Fam hates them  
5 Friend, Kid bro  
6 -  
7 -  
8 -  
9 -  
10

Areas of Improvement

Skills	Attribute
1 Inst	-
2 Botany	
3 Ecology	

Awards and Honors

Cadet - / -

Term 1 Legion Honor, 1st Class  
2 SF Dec Valor  
3 PHeart: Serious -1 END + PHeart: Scratch  
4 -  
5 SF Dec Gallantry  
6 -  
7 -  
8 Commendation  
9 SF Honor Roll  
10

History and Notes

Under seige of a K'Zin raiding party, Ariadne defeated her captors, led her medical wing to the safety of an emergency shelter and went on to subdue and hold captive the balance of the raiders until reinforcements arrived.

She would later again earn medals versus the K'Zin in the form of two purple hearts.

While her work in Colonization was exciting, Ariadne's flag officer tour aboard the Eagle's maiden flight was especially joyous for the company and the missions, showing the flag and hosting seminars and other events across the Federation.

Dreams and Direction

A top Galactic Authority on human medicine, with this term nearing completion Ariadne is eligible for retirement with full benefits in a mere five years.

Whether she stays or settles into private practice or simply takes up some new side hobby, Alpha Centauri was always a favorite place to be.

With achievements and honors such as Ariadne has received, there are few constraints on her future.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st				Efficiency
2nd				Cadet Cruise
3rd				OU Legion Honor, 1st Class
4th				AV SF Dec Valor
5th				AV PHeart: Serious -1END + PHeart: Scratch
6th	C			AV -
7th				AV SF Dec Gallantry
8th				AV -
9th				EX Commendation
10th				AV SF Honor Roll, Eagle Maiden Voyage
				Current, 2nd year in

NAME ARIADNE VITALIS AGE 68  
 SPECIES HUMAN P.O.B. HOSPIS SEX F  
 RANK ADMIRAL, DR. HT 5'6  
 BRANCH MED MINOR LEGAL HAIR BLACK  
 ASSIGNMENT EYES BROWN  
 D.O.B.



ADMIRAL ARIADNE VITALIS, DOCTOR

23070101

Personal/Family Notes	CREDITS 140kcr
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Awards, Honorifics and Notes
Cadet Cruise - / -
OU Legion Honor, 1st Class
SF Dec Valor
PHeart: Serious -1END + PHeart: Scratch
AV -
AV SF Dec Gallantry
AV -
EX Commendation
AV SF Honor Roll, Eagle Maiden Voyage
Current, 2nd year in

STR 55	END 55/54 -1 Serious	INT 83	DEX 67	CHA 80	COOL 72	LUC 15	PSI 01
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FOOLIES (CHA+COOL)/2 round down 76	PERCEPTION (INT+LUC)/2 round down 49	FOCUS (INT+COOL)/2 round down 77	PERSEVERENCE (END+LUC)/2 round down 42	(INT+LUC)/2 round down 49
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Administration . . . 81	Demolitions . . . . .	Medicine Human. 96	ST Sensors . . . . . 35
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . . 34	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy. 45	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . 35	Oceanography . . . 10	Stealth/Hide . . . . .
	Federation History . 37	Pers Wpn Tech . . .	Streetwise . . . . . 30
Art . . . . .	Federation Law . . . 80	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . 10	Gaming . . . . . 30	Physics . . . . .	Track/Evade. . . . .
Biology . . . . . 40	Gambling . . . . . 62	Psych Human. 46	Trade & Commerce. . . . .
Botany . . . . . 25	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech. . .	Scrounge . . . . .	Transporter Tech. . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .		Shuttle Pilot . . . . .	
Chemistry . . . . . 45	Holotechnology . . .	Shuttle Sys Tech . .	Variable-G Ops . . . . .
Combat	Instruction . . . . . 50	Sm Equip Tech. . . 20	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . 15	Sm Unit Tactics . . .	
Staff Armed . . . . 10	Intimidate . . . . . 30	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . . 45	Lang K'Zin. 30		Zoology . . . . . 40
Modern . . . . . 30		ST Cbt Tac/Str. . . 20	
Computer Op . . . . 30	Law . . . . .	ST Comm Proc . . . .	
Computer Tech . . . .		ST Comm Tech . . . .	
Culture K'Zin. 10	Leadership . . . . . 75	ST Engineering . . . .	
	Life Support Tech . . 45	ST Helm . . . . .	
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation . . . . .	
Def Shield Tech . . .	Mechanics . . . . .	ST Security . . . . . 10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	15	PSI Vector	54	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool NATURAL		
		SAVE (END/2 rd)								
		SAVE (END/4 rd)	13	BARE HAND DAMAGE... 1d10+5		TO HIT TABLE				
		UNC (END/10 rd)	5	WEAPON DAMAGE		(SKILL + DEX)/2=TOHIT DMG Modern..... 30 ..... 67 ..... 48 ...PER SETTING H-T-H..... 45 ..... 67 ..... 56 ... 1d10+5 Staff .. 10 ..... 67 ..... 38 ... 3d10+2				
1	SAVES	SKILL BONUS.....+ 2		TOTAL.....= 1d10+5						
2										
3										
4										
5										
6	<b>Action Point Table</b> <i>A Opportunity Action</i> <b>Position Change</b> Turn in Place 1 Stand-to-Sit or reverse 1 Stand-to-Kneel or reverse 1 Kneel-to-Prone or reverse 1  <b>Movement</b> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP  <b>Equipment and Weapon Use</b> Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick-Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2  <b>Combat and Emergency Evasion</b> Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive to Prone 2 Dive Roll 4 Flying Tackle min. 4  <b>Terrain Modifiers</b> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP									
7										
8										
9										
10										

230101.01

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME ARIADNE VITALIS		AGE 68	STR <b>D</b>	<b>Top Skills</b> 1. Med, Hum, A 2. Admin, B 3. Fed Law, B 4. Ldrship, C 5. Gambling, D ...
SPECIES	P.O.B.	SEX F	END <b>D</b>	
HUM	HOSPIS	HT 5'6	INT <b>B</b>	
BRANCH		WT 110	DEX <b>D</b>	
	MED, MINOR LEGAL	HAIR BLACK	CHA <b>B</b>	
RANK	ADMIRAL	EYES BROWN	COOL <b>C</b>	Dept Head <input checked="" type="radio"/> Y <input type="radio"/> N         Cmd School <input checked="" type="radio"/> Y <input type="radio"/> N
CURRENT ASSIGNMENT	D.O.B.		LUC <b>G</b>	Contact Team Certified? <input checked="" type="radio"/> Y <input type="radio"/> F
			PSI <b>H</b>	

230101.01



## Service Record

### Honors

Legion of Honor, 1st Class  
 SF Dec Valor  
 Purple Heart  
 SF Dec Gallantry  
 Commendation  
 Starfleet Surgeons Honor Roll



### Assignments

**35+** Years Served

Cadet 1: Mil, 2: Exp  
 Term 1 Mil, 3  
 Term 2 Mil, 5  
 Term 3 Exp, 5  
 Term 4 Exp, 5  
 Term 5 Merch, 5  
 Term 6 Command School, 2  
 Term 7 Col, 3  
 Term 8 ST: Eagle, Maiden Voyage  
 Term 9 Current, 2, 2nd year in  
 Term 10



**Family**  
**Homeworld:** Shipwrecked, 6yrs, Sealed envio

**Family** Common, Okay

**Parents:** Both Alive

**Childhood:** Restricted Zones

Areas of Improvement	
Skills	Attribute
1 Art (sculpt)	DEX
2 Gaming,	
3 DC Proc	

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N/?	Y/O/T	H / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

**Lifepath**  
**Academy** Headache, Relapse

**Cadet** Headache, Relapse  
Big Cred, 100k!

Term	1	2	3	4	5	6	7	8	9	10
	Rom, Fast Times	-	Rom, Happy	Senseii, +10 Knife!	En, underling, hate, refused pers	En, c’hood rival, hatesme, foil plans	Rom Happy	-	-	

History and Notes

Even with persistent childhood health issues, Strati has shown courage in the face of dire circumstances, thrice awarded by Starfleet for saving the lives of others.

While he picked up a personal enemy or two over the years, his more recent and fonder memories are of the time at Command School and meeting now-Commodore Earls. On returning to the Academy to teach at Command School, Strati knew he wouldn’t see Armida there, but the nostalgia was strong.

This current assignment has taken all his focus since.

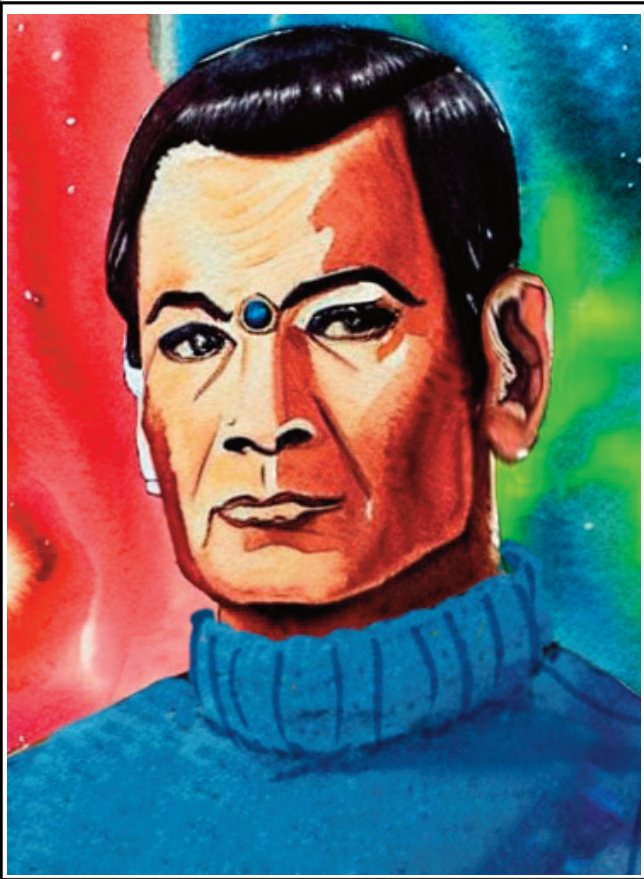
Dreams and Direction

While his rank keeps Strati away from the field, he hopes for frontier assignments where he can be more hands-on with the data collection.

With 21 years of service, there’s no retiring thoughts in the relevant future. This current assignment is half over, so it’s about time to start thinking about what comes next.

Awards and Honors

Cadet	- / -
Term	1 Dec Conspicuous Gallantry
	2 -
	3 Dec Gallantry
	4 -
	5 -
	6 -
	7 -
	8 Dec Valor
	9 -
	10





# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE				
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				
1st				
2nd				
3rd				
4th				
5th				
6th				
7th				
8th				
9th				
10th				

NAME STRATI REGIS MARIS AGE 47  
 SPECIES HUMAN P.O.B. DOXI SEX M  
 RANK COMMODORE, DR. WT 180  
 BRANCH MED, MINOR COMM HAIR BRWN  
 ASSIGNMENT EYES BLUE  
 D.O.B.



COMMODORE STRATI REGIS MARIS, DOCTOR

Personal/Family Notes

CREDITS  
166kcr

Awards, Honorifics and Notes

Efficiency Cadet Cruise - / - SB#16

2 AV Dec Conspicuous Gallantry

3 AV Dec for Gallantry

1 / -

2 EX -

2 AV - / Constellation

1 / -

1 AV Dec for Valor

3 AV -

Current, 1st year in

STR 63	END 72	INT 78	DEX 67	CHA 76	COOL 75	LUC 47	PSI 36
FOOLIES (CHA+COOL)/2 round down 75	PERCEPTION (INT+LUC)/2 round down 62	FOCUS (INT+COOL)/2 round down 76	PERSEVERANCE (END+LUC)/2 round down 59	(INT+LUC)/2 round down 62			

Administration . . . . . 80	Demolitions . . . . .	Medicine Human . . . . . 85	ST Sensors . . . . . 45
Anthrop . . . . .	Disguise . . . . .	Tellarite . . . . . 45	ST Services . . . . . 5
Appraisal . . . . .	Ecology . . . . . 70	Meteorology . . . . .	ST Weapon Ops . . . . .
Archaeo . . . . .	Electronics . . . . . 15	Negot/Diplomacy . . . . . 50	ST Weapons Tech . . . . .
Art . . . . .	Enviosuit Ops . . . . . 50	Oceanography . . . . .	Stealth/Hide . . . . .
Sculpture . . . . . 21	Federation History . . . . . 30	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . . 30	Philosophy . . . . .	Survival . . . . .
Astron/Atrophys . . . . . 10	Forgery . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . . 25	Gaming . . . . . 37	Psych Human . . . . . 60	Trade & Commerce . . . . .
Botany . . . . . 20	Gambling . . . . .	Psych . . . . .	Transporter Ops . . . . . 28
Bribery . . . . .	Geology . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	Hvy Wpns Op/Tech . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . . 50	History . . . . .	Shuttle Pilot . . . . .	Variable-G Ops . . . . .
Chemistry . . . . . 60	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Vehicle Op . . . . .
Combat . . . . .	Instruction . . . . . 69	Sm Equip Tech . . . . . 40	Warp Drive Tech . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . . 25	Zoology . . . . .
Dagger Armed . . . . . 20	Intimidate . . . . .	Sports . . . . .	
H-T-H . . . . . 25	Lang . . . . . 20	ST Cbt Tac/Str . . . . . 20	
Modern . . . . . 25	Tellarite . . . . . 40	ST Comm Proc . . . . . 28	
Computer Op . . . . . 30	Law . . . . .	ST Comm Tech . . . . . 33	
Computer Tech . . . . .	Leadership . . . . . 40	ST Engineering . . . . .	
Culture . . . . .	Life Support Tech . . . . . 45	ST Helm . . . . .	
Dmg Ctrl Proc . . . . . 55	Materials Science . . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . . 25	



ACTION POINTS	UNCONSCIOUS	NATURAL <b>72</b>	WOUND    FATIGUE    STUN	LUC Pool <b>47</b> <small>NATURAL</small>	PSI Vector <b>63</b>	rd ((INT+CHA+PSI)/3)
	1	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool <small>NATURAL</small>	
	2					
	3	SAVE (END/2 rd)				
	4	SAVE (END/4 rd)				
5	SAVES	SAVE (END/10 rd)	BARE HAND DAMAGE... <u>1d10+3</u>	TO HIT TABLE		
6		UNC (END/10 rd)	SKILL BONUS.....+ <u>1</u>	(SKILL + DEX)/2=TOHIT    DMG		
7		<b>18</b>	TOTAL.....= <u>1d10+4</u>	Modern..... <u>25</u> ..... <u>67</u> ..... <u>46</u> ...PER SETTING		
8		<b>7</b>	WEAPON DAMAGE	H-T-H..... <u>25</u> ..... <u>67</u> ..... <u>46</u> ... <u>1d10+7</u>		
9			STR BONUS.....+ <u>3</u>	Dagger .. <u>20</u> ..... <u>67</u> ..... <u>43</u> ... <u>2d10+4</u>		
10			SKILL BONUS.....+ <u>1</u>			
			TOTAL.....= <u>4</u>			

### Action Point Table    ▲ Opportunity Action

**Position Change**

▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1

**Movement**

Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP

**Equipment and Weapon Use**

▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2

**Combat and Emergency Evasion**

▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4

**Terrain Modifiers**

Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

### To-Hit Modifiers

Target Modifiers	Dice Mod
<b>Range</b>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<b>Size</b>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<b>Position</b>	
Standing	0
Crouched	+5
Prone	-10
<b>Concealment</b>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<b>Movement</b>	
Stationary	-15
Moving	0
Running	+5
<b>Attacker Modifiers</b>	
<b>Aiming</b>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<b>Movement</b>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<b>Vulcan Nerve Pinch</b>	
Target is:                      Die Mod	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME STRATI REGIS MARIS		AGE 47	STR <b>D</b>	<b>Top Skills</b> 1. Admin, B 2. Med Hum, C 3. Ecology, C 4. Instruct, D 5. DC Proc, D ...
SPECIES	P.O.B.	SEX M	END <b>C</b>	
HUM	DOXI	HT 5'10	INT <b>C</b>	
BRANCH		WT 180	DEX <b>D</b>	
	MED, MINOR COMM	HAIR BROWN	CHA <b>C</b>	
RANK	COMMODORE	EYES BLUE	COOL <b>C</b>	Dept Y <input checked="" type="radio"/> / Cmd <input checked="" type="radio"/> Head <input checked="" type="radio"/> / School <input checked="" type="radio"/>
CURRENT ASSIGNMENT	D.O.B.		LUC <b>E</b>	Contact Team <input checked="" type="radio"/> / F Certified? <input checked="" type="radio"/> / N
			PSI <b>F</b>	

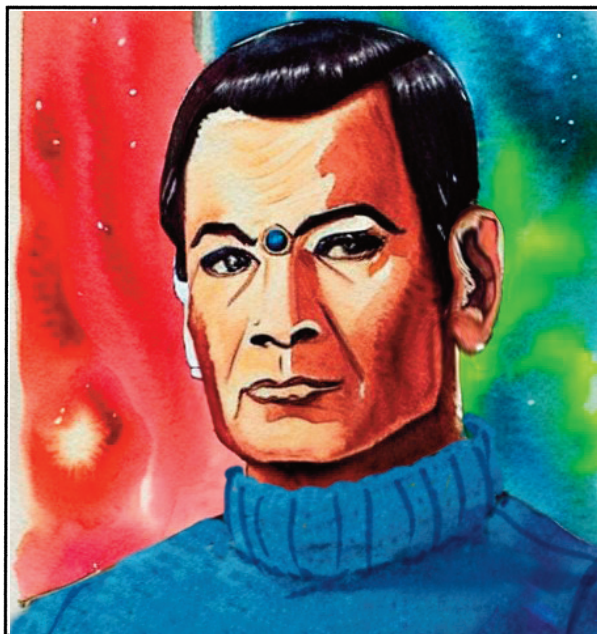
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## Service Record

### Honors

SF Dec Consp Gall  
 SF Dec Gallantry  
 SF Dec Valor



### Assignments

21 + Years Served

Cadet 1: SB#16, 2: Col  
 Term 1 Merch, 2  
 Term 2 Col, 5  
 Term 3 Col, 3  
 Term 4 Contact Team, 1  
 Term 5 Acad Instr, 2  
 Term 6 ST Constellation, 2  
 Term 7 Command School, 2  
 Term 8 Merch, 1  
 Term 9 Acad Instr, 3  
 Term 10 Current, 2, 1st year in



Name FANESII SHREEVA

Personal Notes and Lifepath

Family

Homeworld: Research Station, large, 2yrs est.  
Open air, Natural

Family Scientists, Okay

Parents: Mother Dec.

Childhood: Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Windfall, 2kcr

Cadet -

- Term
- 1 Friend, like a Mother
  - 2 Friend, like a Mentor
  - 3 Call on friendly Locals for favor
  - 4 -
  - 5 Friend, like a Father
  - 6 Mentor, Survival: Desert +12
  - 7
  - 8
  - 9
  - 10

Areas of Improvement

Skills

Attribute

- 1 Botany
- 2 Ecology
- 3 Negot/Diplo

CHA

Awards and Honors

Cadet -

- Term
- 1 Dec Conspicuous Gallantry
  - 2 -
  - 3 Silver Palms + Purple Heart: Mortal!
  - 4 -
  - 5 -
  - 6 -
  - 7
  - 8
  - 9
  - 10

History and Notes

Responding to a fake distress call, Fanesii's medical team was ambushed by K'Zin pirates.

On a failed attempt to escape, the K'Zin realized that Andorian females are intelligent, so beat and left her for dead.

Fanesii was one of the few not taken by the K'Zin to never be seen again. It was learned from this encounter that K'Zin only consume species with iron-based blood. The cobalt of the Andorian's (or Vulcan's with their copper) are as repugnant to K'Zin palettes as is the meat of an herbivorous human. Rank and vile.

Dreams and Direction

This warrior has paid her share. The last eight years teaching at the Academy has been exactly what Fanesii needed. Making department Head this past term has put her admin skills to their best. She sees this as the best weapon to defeat the K'Zin and others -the best trained personnel she and the Starfleet can muster. Her personal interest and focus is the Contact Team program for which she has applied to be on the board for her next term.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT	(C)	COMMAND	(D)	DEPT.	HEAD
CADET CRUISE							
1st							
2nd							
3rd							
4th							
5th							
6th							
ACTIVE DUTY							
1st							
2nd	T						
3rd							
4th							
5th	D						
6th							
7th							
8th							
9th							
10th							

NAME FANESII SHREEVA AGE 63  
 SPECIES ANDORIAN P.O.B. JIDO SEX F HT 5'10  
 RANK COMMODORE, DR. WT 130  
 BRANCH MED MINOR DIPLO HAIR WHITE  
 ASSIGNMENT EYES BLUE D.O.B.



COMMODORE FANESII SHREEVA, DOCTOR

Personal/Family Notes	CREDITS 72kcr
-----------------------	------------------

Awards, Honorifics and Notes
Cadet Cruise - / -
SF Dec for Conspicuous Gallantry
-Silver Palms + P.Heart: Mortal! Andorian Max STR=109 - 54 = STR 55: Permanent Personal Max!
/
AV
Current, 2yrs in

STR 79/55 109 Max -54/55 Mortal: -54	END 74	INT 80	DEX 80	CHA 67	COOL 80	LUC 01	PSI 01		
FOOLIES (CHA+COOL)/2 round down	73	PERCEPTION (INT+LUC)/2 round down	50	FOCUS (INT+COOL)/2 round down	90	PERSEVERENCE (END+LUC)/2 round down	34	(INT+LUC)/2 round down	40

Administration . . . . .80	Demolitions . . . . .	Medicine Andorian . . . . .86	ST Sensors . . . . .25
Anthrop . . . . .	Disguise . . . . .	Human . . . . .66	ST Services . . . . .
Appraisal . . . . .	Ecology . . . . .24	Meteorology . . . . .	ST Weapon Ops . . . . .
Archaeo . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .35	ST Weapons Tech . . . . .
Art Appreciation . . . . .12	Enviosuit Ops . . . . .30	Oceanography . . . . .	Stealth/Hide . . . . .
Art . . . . .	Federation History . . . . .25	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . .47	Philosophy . . . . .	Survival Arctic . . . . .25
Astron/Atrophys . . . . .16	Forgery . . . . .	Physics . . . . .	Desert . . . . .12
Biology . . . . .65	Gaming . . . . .	Psych K'Zin . . . . .30	Track/Evade . . . . .
Botany . . . . .18	Gambling . . . . .	Psych . . . . .	Trade & Commerce . . . . .
Bribery . . . . .	Geology . . . . .	Scrounge . . . . .	Transporter Ops . . . . .
Burglary . . . . .	Hvy Wpns Op/Tech . . . . .	Seduction . . . . .	Transporter Tech . . . . .
Carousing . . . . .52	History . . . . .	Shuttle Pilot . . . . .	Trivia . . . . .
Chemistry . . . . .40	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat	Instruction . . . . .65	Sm Equip Tech . . . . .30	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . .20	Warp Drive Tech . . . . .
Sword Armed . . . . .10	Intimidate . . . . .	Sports Ice Ball . . . . .23	Zoology . . . . .
H-T-H . . . . .50	Lang Human . . . . .25	ST Cbt Tac/Str . . . . .	
Modern . . . . .30	Law . . . . .	ST Comm Proc . . . . .	
Computer Op . . . . .45	Leadership . . . . .57	ST Comm Tech . . . . .	
Computer Tech . . . . .	Life Support Tech . . . . .45	ST Engineering . . . . .	
Culture Human . . . . .51	Materials Science . . . . .30	ST Helm . . . . .	
K'Zin . . . . .19	Mechanics . . . . .	ST Navigation . . . . .	
Dmg Ctrl Proc . . . . .10		ST Security . . . . .10	
Def Shield Tech . . . . .			



<b>ACTION POINTS</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>UNCONSCIOUS SAVES</b>	NATURAL	<b>74</b>	WOUND    FATIGUE    STUN	LUC	<b>01</b>	PSI Vector	<b>49</b>	((INT+CHA+PSI)/3) rd																																																																																								
														CURRENT											PSI Pool	NATURAL																																																																																			
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UNC (END/10 rd)																																																																																																													
														<div style="display: flex; justify-content: space-between;"> <div> <p>BARE HAND DAMAGE... <math>1d10+3</math></p> <p>SKILL BONUS.....+ <u>2</u></p> <p>TOTAL.....= <math>1d10+5</math></p> </div> <div> <p><b>TO HIT TABLE</b></p> <p>(SKILL + DEX)/2=TOHIT    DMG</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Modern.....</td> <td>30</td> <td>80</td> <td>55</td> <td>PER SETTING</td> </tr> <tr> <td>H-T-H.....</td> <td>50</td> <td>80</td> <td>65</td> <td><math>1d10+5</math></td> </tr> <tr> <td>Sword ..</td> <td>10</td> <td>80</td> <td>45</td> <td><math>4d10+2</math></td> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> </div> </div>										Modern.....	30	80	55	PER SETTING	H-T-H.....	50	80	65	$1d10+5$	Sword ..	10	80	45	$4d10+2$																																																																							
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Sword ..	10	80	45	$4d10+2$																																																																																																									
														<p><b>WEAPON DAMAGE</b></p> <p>STR BONUS.....+ <u>2</u></p> <p>SKILL BONUS.....+ <u>0</u></p> <p>TOTAL.....= <u>2</u></p>																																																																																															
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# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME FANESII SHREEVA		AGE 63	STR <b>D</b>	<b>Top Skills</b> 1. Admin, B 2. Med, And, B 3. Med, __, D 4. Instr, D 5. Biology, D ...
SPECIES	P.O.B.	SEX F	END <b>C</b>	
ANDORIAN	JIDO	HT 5'10	INT <b>B</b>	
BRANCH	MED, MINOR DIPLO	WT 130	DEX <b>B</b>	
RANK	COMMODORE	HAIR WHITE	CHA <b>D</b>	
CURRENT ASSIGNMENT		EYES BLUE	COOL <b>B</b>	Dept <input checked="" type="radio"/> Y Head <input type="radio"/> N Cmd <input type="radio"/> Y School <input checked="" type="radio"/> N Contact Team <input checked="" type="radio"/> Y / <input type="radio"/> F Certified? <input type="radio"/> Y / <input checked="" type="radio"/> N
		D.O.B.	LUC <b>H</b>	
			PSI <b>H</b>	

23010101



### Service Record

**Honors**

SF Dec Consp Gall  
 Purple Heart  
 Silver Palms



**Assignments**      19+ Years Served

Cadet SB#8

Term 1 Col, 5

Term 2 Contact Team, 1

Term 3 Mil, 5

Term 4 Acad Instr, 4

Term 5 Dept. Head, 1

Term 6 Acad Instr, 3

Term 7 Current, 4, 2yrs in

Term 8

Term 9

Term 10



Family  
Homeworld: Starbase Shallow, Underground

Family           Starfleet, Okay

Parents:       Sep, Both Alive

Childhood:   post-war clean-up

Areas of Improvement	
Skills	Attribute
1   Cbt, Club	END
2   Comp Op	
3   ST Sensors	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / <del>N</del> / Lk / Lv	A/P/ <del>E</del>
2.	Y/N/?	Y/O/T	Ht / <del>O</del> / N / Lk / Lv	A/P/ <del>E</del>
3.	Y/ <del>N</del> ?	Y/O/T	Ht / Dis / N / <del>K</del> / Lv	A/P/ <del>E</del>
4.	Y/ <del>N</del> ?	Y/O/T	Ht / Dis / N / Lk / <del>L</del>	A/P/ <del>E</del>
5.	Y/ <del>N</del> ?	Y/O/T	<del>H</del> / Dis / N / Lk / Lv	A/ <del>P</del> / <del>E</del>
6.	Y/ <del>N</del> ?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/ <del>E</del>
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy       -

Cadet           Senseii, Club +8

Term	1	2	3	4	5	6	7	8	9	10
	Friend, Common Interest	Mentor, Def Shield Tech +15	Civ Friend, Local base/station	Rom, Fast	Rom, Happy	Friend, Colleague				

Awards and Honors

Cadet           -

Term	1	2	3	4	5	6	7	8	9	10
	-	-	-	-	-	-	-	-	-	-

History and Notes

While Genn’s remarkable attributes and skills rightly earned her Contact Team and was so impressive as to go straight into Command School and elevated to Captain of starbase medical seemed a natural progression.

Yet, Genn’s record shows such mediocre to poor performance, it beggars logic. With 8yrs in Colonization and 7yrs split between Starbase and the Academy, perhaps Genn has simply not found the right assignment to truly shine and put Starfleet’s investment to best purpose.

Dreams and Direction

Genn has ridden the crest of a wave these past 18yrs of service, yet there has always been something missing.

The promise of contact team, the additional command training and frustratingly it has not been put to best use. Clearly Genn needs better career challenges or a change of career perhaps and go to the private sector. The only thing to do now is wait for this term to conclude, read the evaluation report and see.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE														
1st														
2nd														
3rd														
4th														
5th														
6th														
ACTIVE DUTY														
1st														
2nd	T													
3rd	C													
4th														
5th														
6th														
7th														
8th														
9th														
10th														

NAME GENN BRII AGE 62  
 SPECIES ANDORIAN P.O.B. STARBASE 13 SEX F HT 5'8  
 RANK CAPTAIN WT 130  
 BRANCH MED, MINOR SEC HAIR BLUE  
 ASSIGNMENT EYES BLUE  
 D.O.B.



CAPTAIN GENN BRII, DOCTOR

23070101

Personal/Family Notes	CREDITS 33kcr
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Awards, Honorifics and Notes	
Cadet Cruise	-/ Potemkin 1st year, 1st maiden cruise
Term Length	
Efficiency	
3	AV -
1	P -
2	/ -
5	PO -
3	AV SB#17-
4	PO -
4	Current, 4th year in

STR 78	END 75	INT 75	DEX 80	CHA 70	COOL 83	LUC 62	PSI 37
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FOOLIES (CHA+COOL)/2 round down 66	PERCEPTION (INT+LUC)/2 round down 78	FOCUS (INT+COOL)/2 round down 89	PERSEVERENCE (END+LUC)/2 round down 68
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Administration . . . 70	Demolitions . . . . .	Medicine Andorian. 80	ST Sensors . . . . . 15
Anthrop Andorian. 30	Disguise . . . . .	Human. 50	ST Services . . . . .
. . . . .	Ecology . . . . . 40	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy. 55	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . 30	Oceanography . . . 36	Stealth/Hide . . . . .
. . . . .	Federation History . 30	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . 37	Philosophy . . . . .	Survival Temperate. 10
. . . . .	Forgery . . . . .	. . . . .	. . . . .
Astron/Atrophys . . 10	Gaming . . . . .	Physics . . . . .	Track/Evade. . . . .
Biology . . . . . 25	Gambling . . . . . 17	Psych Andorian. 60	Trade & Commerce. . . . .
Botany . . . . . 25	Geology . . . . .	. . . . .	Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech. . . . .	Scrounge . . . . .	Transporter Tech. . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .	. . . . .	Shuttle Pilot . . . . 27	. . . . .
Chemistry . . . . . 35	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . 25
Combat . . . . .	Instruction . . . . . 46	Sm Equip Tech. . . . 40	Vehicle Op Grav. 15
Archaic . . . . .	Interrogation . . . . 14	Sm Unit Tactics . . . 42	. . . . .
Club Armed . . . . 23	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . . 75	Lang Human. 25	. . . . .	Zoology . . . . . 50
Modern . . . . . 70	. . . . .	ST Cbt Tac/Str. . . . 20	. . . . .
Computer Op . . . . 30	Law . . . . .	ST Comm Proc . . . . .	. . . . .
Computer Tech . . . . .	. . . . .	ST Comm Tech . . . . .	. . . . .
Culture Human. 24	Leadership . . . . . 40	ST Engineering . . . . .	. . . . .
. . . . .	Life Support Tech . . 20	ST Helm . . . . .	. . . . .
Dmg Ctrl Proc . . . 30	Materials Science. . . . .	ST Navigation . . . . .	. . . . .
Def Shield Tech . . 15	Mechanics . . . . .	ST Security . . . . . 30	. . . . .



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool 62 NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd		
		CURRENT	ATTRIBUTE FATIGUE EFFECTS				60			
		SAVE (END/2 rd)					PSI Pool NATURAL			
		37								
		SAVE (END/4 rd)							18	
5	SAVES	UNC (END/10 rd)	7	BARE HAND DAMAGE... 2d10		TO HIT TABLE				
SKILL BONUS.....+ 3		(SKILL + DEX)/2=TOHIT DMG								
TOTAL.....= 2d10+3		Modern..... 70 ..... 80 ..... 75 ...PER SETTING								
WEAPON DAMAGE		H-T-H..... 75 ..... 80 ..... 77 ... 2d10+3								
STR BONUS.....+ 3		Club .. 23 ..... 80 ..... 51 ... 2d10+4								
SKILL BONUS.....+ 1										
TOTAL.....= 4										
<div> <div> <b>Action Point Table</b> <b>▲ Opportunity Action</b> </div> <div> <b>Position Change</b> <ul style="list-style-type: none"> <li>▲ Turn in Place 1</li> <li>Stand-to-Sit or reverse 1</li> <li>▲ Stand-to-Kneel or reverse 1</li> <li>▲ Kneel-to-Prone or reverse 1</li> </ul> </div> </div>										
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<div> <div> <b>Equipment and Weapon Use</b> <ul style="list-style-type: none"> <li>▲ Short Communication 1</li> <li>Draw and Ready Device 2</li> <li>▲ Operate Familiar Device 2</li> <li>Draw and Ready Weapon 2</li> <li>Aim Weapon 2</li> <li>▲ Quick-Draw and Fire 3</li> <li>▲ Fire Ready Weapon 1</li> <li>▲ Throw Ready Weapon 1</li> <li>Adjust Weapon Settings 2</li> <li>Reload Weapon 2</li> </ul> </div> </div>										
<div> <div> <b>Combat and Emergency Evasion</b> <ul style="list-style-type: none"> <li>▲ Attack min. 3</li> <li>▲ Parry/Defend min. 2</li> <li>▲ Dodge min. 3</li> <li>▲ Duck Thrown Weapon 2</li> <li>▲ Hide in Same Square 1</li> <li>▲ Hide in Adjacent Square 4</li> <li>▲ Roll Sideways 2</li> <li>▲ Drop-to-Ready 1</li> <li>▲ Drop-to-Prone 0</li> <li>▲ Dive to Prone 2</li> <li>▲ Dive Roll 4</li> <li>Flying Tackle min. 4</li> </ul> </div> </div>										
<div> <div> <b>Terrain Modifiers</b> <ul style="list-style-type: none"> <li>Clear, Road or Path 1x AP</li> <li>Hills, Light Vegetation 2x AP</li> <li>Swampy, Rocky, Hvy Veg 3x AP</li> <li>Cliffs, Rough Terrain 2x - 4x AP</li> </ul> </div> </div>										

**To-Hit Modifiers**

Target Modifiers	Dice Mod
<b>Range</b>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<b>Size</b>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<b>Position</b>	
Standing	0
Crouched	+5
Prone	-10
<b>Concealment</b>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<b>Movement</b>	
Stationary	-15
Moving	0
Running	+5
<b>Attacker Modifiers</b>	
<b>Aiming</b>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<b>Movement</b>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<b>Vulcan Nerve Pinch</b>	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40



# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	GENN BRII	AGE	62	STR	C	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. Med, And, B	
ANDORIAN	STARBASE 13	HT	5'8	INT	C	2. Cbt HTH, C	
BRANCH	MED MINOR SEC	WT	130	DEX	B	3. Cbt Mod, C	
RANK	CAPTAIN	HAIR	BLUE	CHA	C	4. Admin, C	
CURRENT ASSIGNMENT		EYES	BLUE	COOL	B	5. N/Diplo, D	
		D.O.B.		LUC	D	...	
				PSI	F	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team Certified?	Y/N

230101.01



### Service Record

Honors
-



Assignments	18+ Years Served
Cadet ST: Potemkin, 1st year maiden cruise	
Term 1 Col, 3	
Term 2 Contact Team, 1	
Term 3 Cmd School, 2	
Term 4 Col, 5	
Term 5 SB#17, 3	
Term 6 Acad Inst, 4	
Term 7 Current, 4, 4th year in	
Term 8	
Term 9	
Term 10	

Name KEV DARR

Personal Notes and Lifepath

Family

Homeworld: Starbase, Envio Domes

Family SF, Scattered by misfortune

Parents: Both Alive

Childhood: Starfleet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / <del>U</del>	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / <del>N</del> / Lk / Lv	A/ <del>P</del> /E
3.	Y/N/?	Y/O/T	Ht / Dis / N / <del>U</del> / Lv	A/P/ <del>E</del>
4.	Y/N/?	Y/O/T	Ht / <del>Dis</del> / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / <del>U</del>	A/ <del>P</del> /E
⑥	Y/N/?	Y/O/T	Ht / Dis / <del>N</del> / Lk / Lv	A/P/ <del>E</del>
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend, Kid Bro

Cadet -

Term 1 Friend, former lover  
2 -  
3 Betrayed by personal ally  
4 Rom, Happy  
5 -  
⑥  
7  
8  
9  
10

Areas of Improvement

Skills Attribute

- 1 N/Diplo  
2 Cbt, Mod  
3 Lang, Human  
CHA

Awards and Honors

Cadet High Honors  
Term 1 -  
2 -  
3 -  
4 -  
5 SF Citation for Gallantry  
6  
7  
8  
9  
10

History and Notes

When his family's mining conglomerate collapsed, the entire family was scattered across the Federation with only the youngest at the time remaining with the parents. Thus it was that Kev found his way into Starfleet. While a rocky start, Exemplary service in the Merchant Marine led straight to Dept School and an Outstanding followup in Exploration, earning a citation for gallantry in his landing party's treatment and defense of locals against privateers.

Dreams and Direction

Merchant Marine is where Kev is most at home. It best combines his family history and commercial traditions while blending his healing arts to all he treats.  
  
If there should ever be a time when Starfleet is not a fit, straight into the Trader's Service is most likely for Kev as the best way to see the Federation and meet up with his old family as he does.





# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st				Efficiency
2nd				3 AV - / Farragut
3rd				5 PO -
4th	D			3 EX -
5th				1 / -
6th				4 OU Citation for Gallantry
7th				Current, 1yr in
8th				
9th				
10th				

NAME KEV DARR AGE 42  
 SPECIES TELLAR P.O.B. STARBASE 5 SEX M  
 RANK COMMANDER HT 5'2  
 BRANCH MEDICAL WT 160  
 ASSIGNMENT DR. HAIR SAND  
 EYES BLUE  
 D.O.B.



COMMANDER KEV DARR, DOCTOR

23070101

Personal/Family Notes	CREDITS 22kcr
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Awards, Honorifics and Notes
Cadet Cruise High Honors / - / SB#9

STR 72	END 70	INT 75	DEX 70	CHA 65	COOL 51	LUC 32	PSI 23
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FOOLIES <small>Tellarites -15</small> (CHA+COOL)/2 round down 43	PERCEPTION (INT+LUC)/2 round down 53	FOCUS (INT+COOL)/2 round down 63	PERSEVERANCE (END+LUC)/2 round down 51 (INT+LUC)/2 round down 53
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Administration . . . 50	Demolitions . . . . .	Medicine <small>Tellarite</small> . . . 71	ST Sensors . . . . . 45
Anthrop . . . . .	Disguise . . . . .	Human . . . . . 51	ST Services . . . . .
Appraisal . . . . .	Ecology . . . . . 35	Meteorology . . . . .	ST Weapon Ops . . . . .
Archaeo . . . . .	Electronics . . . . .	Negot/Diplomacy . . . 20	ST Weapons Tech . . . . .
Art . . . . .	Enviosuit Ops . . . . 45	Oceanography . . . . 25	Stealth/Hide . . . . .
Astron/Atrophys . . 10	Federation History . . 10	Pers Wpn Tech . . . . .	Streetwise . . . . .
Biology . . . . . 50	Federation Law . . . 20	Philosophy . . . . .	Survival <small>Arctic</small> . . . . 21
Botany . . . . . 25	Forgery . . . . .	Physics . . . . . 24	Track/Evade . . . . .
Bribery . . . . .	Gaming . . . . .	Psych <small>Tellarite</small> . . . . 50	Trade & Commerce . . . . .
Burglary . . . . .	Gambling . . . . .	Scrounge . . . . .	Transporter Ops . . . . .
Carousing . . . . .	Geology . . . . . 30	Seduction . . . . .	Transporter Tech . . . . .
Chemistry . . . . .	Hvy Wpns Op/Tech . . .	Shuttle Pilot . . . . .	Trivia . . . . .
Combat	History . . . . .	Shuttle Sys Tech . . . .	Variable-G Ops . . . . .
Archaic . . . . .	Holotechnology . . . .	Sm Equip Tech . . . . 45	Vehicle Op . . . . .
Long Bow Armed . . . 10	Instruction . . . . . 20	Sm Unit Tactics . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . . 25	Interrogation . . . . .	Sports <small>Mine Shaft Diving</small> . 29	Zoology . . . . . 20
Modern . . . . . 15	Intimidate . . . . .	ST Cbt Tac/Str . . . . .	
Computer Op . . . . 60	Lang <small>Human</small> . . . . 20	ST Comm Proc . . . . .	
Computer Tech . . . .	Law . . . . .	ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . . 40	ST Engineering . . . . .	
Dmg Ctrl Proc . . . . 32	Life Support Tech . . . 30	ST Helm . . . . .	
Def Shield Tech . . . .	Materials Science . . . .	ST Navigation . . . . .	
	Mechanics . . . . .	ST Security . . . . . 10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	32	PSI Vector	54	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool	NATURAL	
		SAVE (END/2 rd)						35		
		SAVE (END/4 rd)						17		
		UNC (END/10 rd)						7	BARE HAND DAMAGE... 1d10+3	
1	SAVES		SKILL BONUS.....+ 1			(SKILL + DEX)/2=TOHIT DMG				
2		TOTAL.....= 1d10+4			Modern..... 15 ..... 70 ..... 42 ...PER SETTING					
3		WEAPON DAMAGE			H-T-H..... 25 ..... 70 ..... 47 ... 1d10+4					
4		STR BONUS.....+ 3			Bow ..... 10 ..... 70 ..... 40 ... 4d10					
5		SKILL BONUS.....+ 0								
6		TOTAL.....= 3								
7	<b>Action Point Table</b> <i>A Opportunity Action</i>									
8	<i>Position Change</i>									
9	<i>Movement</i>									
10	<i>Equipment and Weapon Use</i>									
11	<i>Combat and Emergency Evasion</i>									
	<i>Terrain Modifiers</i>									
	<b>To-Hit Modifiers</b>									
	<b>Target Modifiers</b> <b>Dice Mod</b>									
	<i>Range</i>									
	<i>Size</i>									
	<i>Position</i>									
	<i>Concealment</i>									
	<i>Movement</i>									
	<b>Attacker Modifiers</b>									
	<i>Aiming</i>									
	<i>Movement</i>									
	<b>Vulcan Nerve Pinch</b>									
	<b>Target is:</b> <b>Die Mod</b>									

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	KEV DARR	AGE	42	STR	C	<b>Top Skills</b> 1. Med, Tlr, C 2. Comp Op, D 3. Med, Hum, D 4. Biology, D 5. Enviosuit, E ...			
SPECIES	P.O.B.	SEX	M	END	C				
TELLARITE	STARBASE 5	HT	5'4	INT	C				
BRANCH	MEDICAL	WT	160	DEX	C				
RANK	COMMANDER	HAIR	SAND	CHA	D				
CURRENT ASSIGNMENT		EYES	BLUE	COOL	D	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.		LUC	F	Contact Team Y/N/F			
				PSI	G	Certified? (N)			

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### Service Record

#### Honors

Grad w/ High Honors  
SF Citation for Gallantry



#### Assignments

14+ Years Served

Cadet Starbase #9  
 Term 1 ST Farragut, 3  
 Term 2 Col, 5  
 Term 3 Mil, 3  
 Term 4 Dept Head, 1  
 Term 5 Exp, 4  
 Term 6 Current, 4, 1 year in  
 Term 7  
 Term 8  
 Term 9  
 Term 10



Name SELEQ

Personal Notes and Lifepath

Family  
Homeworld: Lg Colony, est 68yrs Seafaring

Family Common, Okay

Parents: Sep, Both Alive

Childhood: On the water

Areas of Improvement	
Skills	Attribute
1 Admin	CHA
2 Ecology	
3 Meteorology	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy Enemy, hates me, caused Scratch  
Cadet Rom, Pon-far

Term	1	2	3	4	5	6	7	8	9	10
	-	Rom, Most Acceptable	Enemy, Coll, deserted me, I mistrust	Friend, Big Sis	Rom, Tragic, Illogical choice	-	-	-	-	-

History and Notes

Overseeing zoological specimens in his last year with Colonization, Seleq was trampled, suffering a Major head injury. This incident caused Seleq to focus on his mental faculties as he settles into his role as Dept Head of the Vulcan Medicine wing at the Academy.

As to the ladies in Seleq's life, it must be the quiet ones they favor. It can only be attributed to his exceptional cool demeanor, for he speaks nor presents himself as nothing other than common. Seleq has always kept to his tasks, yet seems to draw a certain type. The ears or the green blood. Maybe.

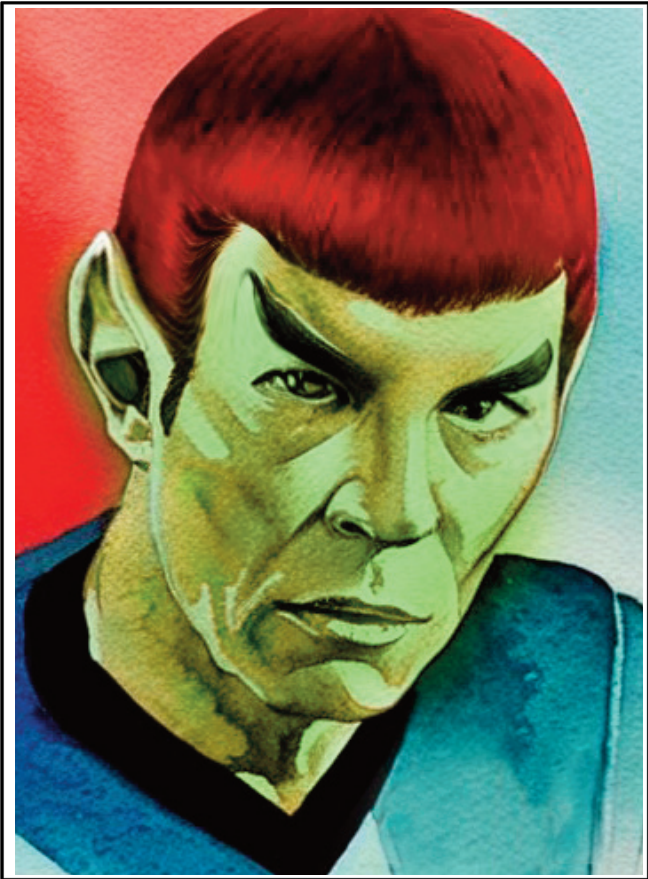
Dreams and Direction

A quiet life devoted to learning and contemplation in the light of the latest advances and techniques that Starfleet has to offer.

While the Academy has been an ideal, one must always see the best when faced with change and tragedy for it is in the infinite diversity of possibilities that lay the infinite combination of possible outcomes. One may then strive to the best of all once the path is seen.

Awards and Honors  
Cadet Grad w/Honors, Purple Heart

Purple Heart Therapy	
Year	Att+die mod
1	68+3
2	71+1
3	72+1
4	73+0
5	73+0
6	73+0
7	73+0
8	73+0
9	73+0
10	73+0
11	73+2
12	75+0
13	75+5
14	80+0
15	80+0
16	80+0
17	80+0 Good enough?
18	80+? Current yr, Roll pending Vulcans don't believe in Luck



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE				
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				
1st	T			
2nd				
3rd				
4th				
5th				
6th	D			
7th				
8th				
9th				
10th				

NAME SELEQ AGE 73  
 SPECIES VULCAN P.O.B. MAKLIN VIII SEX M  
 RANK COMMANDER WT 180  
 BRANCH MEDICAL HAIR RD/BLK  
 ASSIGNMENT DR. EYES GREEN  
 D.O.B.



COMMANDER SELEQ, DOCTOR

Personal/Family Notes CREDITS  
 91kcr

Awards, Honorifics and Notes  
 Cadet Cruise Honors, Purple Heart: Scratch  
 Term Length Efficiency  
 1st / -  
 2nd 4 AV -  
 3rd 4 AV -  
 4th 5 AV -  
 5th 4 EX -  
 6th 1 / -  
 7th 3 AV -  
 8th 4 Current, 1yr in

STR 83	END 64	INT 70/68 -2/117 Major 80	DEX 70	CHA 65	COOL 99	LUC 46	PSI 75
FOOLIES Vulcans -10 (CHA+COOL)/2 round down 92		PERCEPTION Vulcans +10 (INT+LUC)/2 round down 67		FOCUS Vulcans +10 (INT+COOL)/2 round down 93		PERSEVERANCE Vulcans +10 (END+LUC)/2 round down 66 (INT+LUC)/2 round down 67	

Administration . . . 88	Demolitions . . . . .	Medicine Vulcan. 70	ST Sensors . . . . . 55
Anthrop . . . . .	Disguise . . . . .	Human. 60	ST Services . . . . .
Appraisal . . . . .	Ecology . . . . . 35	Meteorology . . . 30	ST Weapon Ops . . .
Archaeo . . . . .	Electronics . . . . .	Negot/Diplomacy. 60	ST Weapons Tech . . .
Art . . . . .	Enviosuit Ops . . . 30	Oceanography . . . 40	Stealth/Hide . . . . .
Astron/Atrophys . . 10	Federation History . 10	Pers Wpn Tech . . .	Streetwise . . . . .
Biology . . . . . 70	Federation Law . . . 20	Philosophy . . . . .	Survival . . . . .
Botany . . . . .	Forgery . . . . .	Physics . . . . .	Track/Evade. . . . .
Bribery . . . . .	Gaming . . . . .	Psych Human. 40	Trade & Commerce. . .
Burglary . . . . .	Gambling . . . . .	Scrounge . . . . .	Transporter Ops . . .
Carousing . . . . .	Geology . . . . .	Seduction . . . . .	Transporter Tech. . . .
Chemistry . . . . . 50	Hvy Wpns Op/Tech. . .	Shuttle Pilot . . . . .	Trivia . . . . .
Combat	History . . . . .	Shuttle Sys Tech . . .	Variable-G Ops . . . .
Archaic . . . . .	Holotechnology . . .	Sm Equip Tech. . . 40	Vehicle Op . . . . .
Lirpa Armed . . . 10	Instruction . . . . . 62	Sm Unit Tactics . . . 25	Warp Drive Tech . . .
H-T-H . . . . . 40	Interrogation . . . . .	Sports . . . . .	Zoology . . . . . 25
Modern . . . . . 30	Intimidate . . . . .	ST Cbt Tac/Str. . . .	Med Andorian. 40
Computer Op . . . 60	Lang Human. 10	ST Comm Proc . . . .	Med Edoan. 20
Computer Tech . . .	Law . . . . .	ST Comm Tech . . . .	
Culture . . . . .	Leadership . . . . . 40	ST Engineering . . . .	
Dmg Ctrl Proc . . . 10	Life Support Tech . 30	ST Helm . . . . .	
Def Shield Tech . . .	Materials Science. . .	ST Navigation . . . . .	
	Mechanics . . . . .	ST Security . . . . . 10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND		FATIGUE	STUN	LUC Pool	49 NATURAL	PSI Vector	
		64							73	
		CURRENT	ATTRIBUTE FATIGUE EFFECTS						PSI Pool	
		32							73 NATURAL	
		SAVE (END/2 rd)								
1	SAVES	SAVE (END/4 rd)	BARE HAND DAMAGE...		2d10		TO HIT TABLE			
2		16	SKILL BONUS.....+		2		(SKILL + DEX)/2=TOHIT DMG			
3		UNC (END/10 rd)	WEAPON DAMAGE				Modern..... 30 ..... 70 ..... 50 ...PER SETTING			
4		6	STR BONUS.....+		4		H-T-H..... 40 ..... 70 ..... 55 ... 2d10+2			
5			SKILL BONUS.....+		0		Lirpa .. 10 ..... 70 ..... 40 ... 4d10+9			
6		TOTAL.....=		4						
7	Action Point Table							A Opportunity Action		
8	Position Change									
9	A Turn in Place							1		
10	A Stand-to-Sit or reverse							1		
11	A Stand-to-Kneel or reverse							1		
	A Kneel-to-Prone or reverse							1		
	Movement									
	Walk 1sq orthogonal							1		
	diagonal							1.5		
	Evade 1sq orthogonal							2		
	diagonal							3		
	Crawl 1sq orthogonal							2		
	diagonal							3		
	Run for full Turn							1/2 all AP		
	Climb Stairs or Ladder							2x AP		
	Climb Rope							3x AP		
	Swim							2x AP		
	Equipment and Weapon Use									
	A Short Communication							1		
	Draw and Ready Device							2		
	A Operate Familiar Device							2		
	Draw and Ready Weapon							2		
	Aim Weapon							2		
	A Quick-Draw and Fire							3		
	A Fire Ready Weapon							1		
	A Throw Ready Weapon							1		
	Adjust Weapon Settings							2		
	Reload Weapon							2		
	Combat and Emergency Evasion									
	A Attack							min. 3		
	A Parry/Defend							min. 2		
	A Dodge							min. 3		
	A Duck Thrown Weapon							2		
	A Hide in Same Square							1		
	A Hide in Adjacent Square							4		
	A Roll Sideways							2		
	A Drop-to-Ready							1		
	A Drop-to-Prone							0		
	A Dive to Prone							2		
	A Dive Roll							4		
	Flying Tackle							min. 4		
	Terrain Modifiers									
	Clear, Road or Path							1x AP		
	Hills, Light Vegetation							2x AP		
	Swampy, Rocky, Hvy Veg							3x AP		
	Cliffs, Rough Terrain							2x - 4x AP		
Vulcans do not believe in Luck.										
((INT+CHA+PSI)/3) rd										

### Action Point Table *A Opportunity Action*

#### Position Change

▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1

#### Movement

Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP

#### Equipment and Weapon Use

▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2

#### Combat and Emergency Evasion

▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4

#### Terrain Modifiers

Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

### To-Hit Modifiers

#### Target Modifiers

#### Dice Mod

Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45

#### Size

Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15

#### Position

Standing	0
Crouched	+5
Prone	-10

#### Concealment

≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more

#### Movement

Stationary	-15
Moving	0
Running	+5

#### Attacker Modifiers

##### Aiming

Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each

##### Movement

Stationary	0
Moving	+5
Running	+15
Evading	+30

#### Vulcan Nerve Pinch

Target is: Die Mod

Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	SELEQ	AGE	73	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Admin, B	
VULCAN	MAKLIN VIII	HT	5'10	INT	B	2. Med, Vul, C	
BRANCH		WT	180	DEX	C	3. Biology, C	
	MEDICAL	HAIR	RED/BLK	CHA	D	4. Med, Hum, D	
RANK	COMMANDER	EYES	GREEN	COOL	A	5. Med, And, D	
CURRENT ASSIGNMENT		D.O.B.		LUC	E	...	
				PSI	C	Dept Head	Cmd School
						<input checked="" type="radio"/> Y <input type="radio"/> N	<input type="radio"/> Y <input checked="" type="radio"/> N
						Contact Team Certified? <input checked="" type="radio"/> Y <input type="radio"/> F <input type="radio"/> N	

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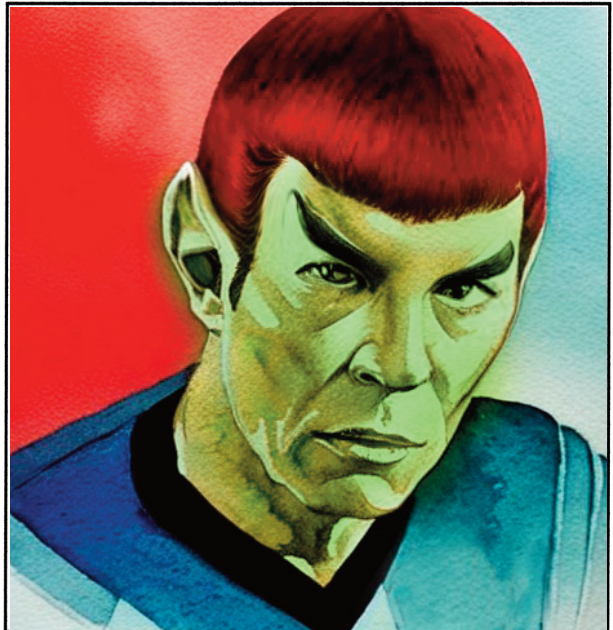


## Service Record

Honors

Purple Heart

Purple Heart



Assignments      22+ Years Served

Cadet    Col

Term 1    Contact Team, 1

Term 2    Exp, 4

Term 3    Col, 4

Term 4    Merch, 5

Term 5    Acad inst, 4

Term 6    Dept Head, 1

Term 7    Acad Inst, 3

Term 8    Current, 4, 1yr in

Term 9

Term 10



Name KREEVAH MEL

Personal Notes and Lifepath

Family

Homeworld: Major Space Station, 5yrs est.

Family Bureaucrats, Okay

Parents: Both Deceased

Childhood: Starfleet

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend, Common Interest

Cadet -

Term 1 Friend, Like Grandmother  
2 -  
③  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills	Attribute
1 Comp Op	DEX
2 Leadership	
3 Instruction	

Awards and Honors

Cadet Grad w/High Honors, SF Dec Gallantry

Term 1 SF Honor Roll  
2 SF Honor Roll  
3 -  
4 -  
5 -  
6 -  
7  
8  
9  
10

History and Notes

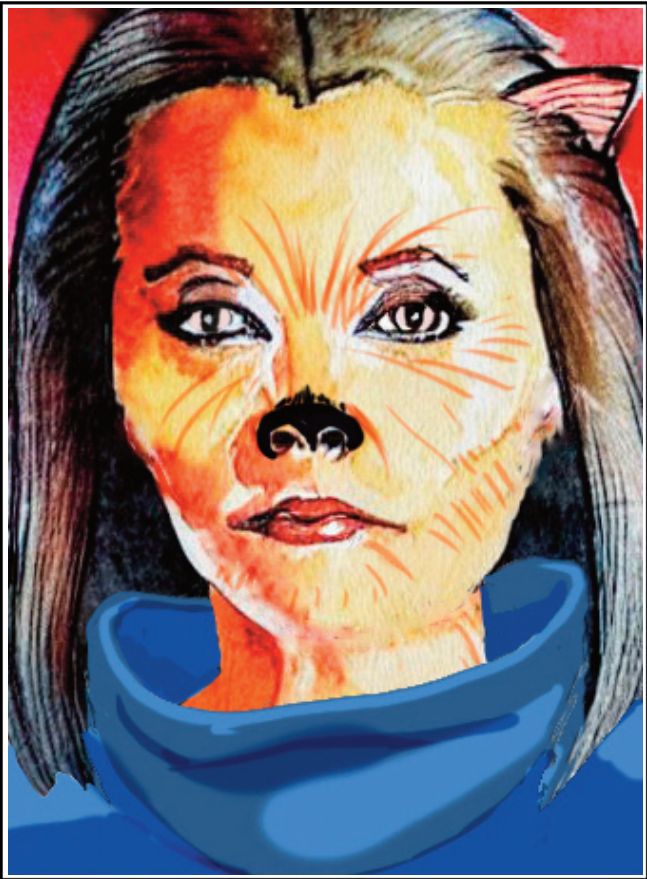
While Kreevah's twin sibling dislikes her for going, Kreevah has had an exceptional career that only gets better. Surely, one of those who are born to the role.

Kreevah is a role model for studious application of skills to duty, exhibiting the highest ethics and morals in all she does. There is no project nor department that has not been better for Kreevah's association and time.

Dreams and Direction

Kreevah finds great fulfillment in the physicality and action that Starfleet offers.

Hoping to avoid the responsibilities that the higher ranks require, Kreevah is content to remain in the field where the action is.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
ACTIVE DUTY				Term Length
				Efficiency
	1st			4 AV SF Honor Roll, Potemkin
	2nd			3 EX SF Honor Roll
	3rd			3 Current, 3rd year in
	4th			
	5th			
	6th			
	7th			
	8th			
9th				
10th				

NAME KREEVAH MEL AGE 34  
 SPECIES CAITIAN P.O.B. SPSTN K-1 SEX F HT 5'2  
 RANK LT. CMDR WT 100  
 BRANCH MED MINOR SEC HAIR SAND  
 ASSIGNMENT DR. EYES YELLOW  
 D.O.B.



LT. CMDR KREEVAH MEL, DOCTOR

Personal/Family Notes	CREDITS 19kcr
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Awards, Honorifics and Notes	
Cadet Cruise	Grad w/ High Honors, SF Dec for Gallantry, Enterprise

STR 55	END 64	INT 80	DEX 88	CHA 65	COOL 76	LUC 79	PSI 01
FOOLIES (CHA+COOL)/2 round down 70		PERCEPTION (INT+LUC)/2 round down 84		FOCUS (INT+COOL)/2 round down 78		PERSEVERANCE (END+LUC)/2 round down 71	

Administration . . . 40	Demolitions . . . . .	Medicine Caitian . 70	ST Sensors . . . . . 25
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . .		ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . 20	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . 20	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . 10	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . 17	Philosophy . . . . .	Survival Temperate . 25
	Forgery . . . . .		
Astron/Atrophys . 10	Gaming . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . . 25	Gambling . . . . .	Psych Deep Space Travel . 50	Trade & Commerce . . . . .
Botany . . . . . 50	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia Human cliché . 10
Carousing . . . . .		Shuttle Pilot . . . . . 7	
Chemistry . . . . . 50	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat	Instruction . . . . . 37	Sm Equip Tech . . . 10	Vehicle Op Wheeled . 5
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . 40	
Club Armed . . . 15	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . . 49	Lang Human . . . 20		Zoology . . . . . 30
Modern . . . . . 57		ST Cbt Tac/Str . . . . .	
Computer Op . . . 19	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . . 20	ST Engineering . . . . .	
	Life Support Tech . 20	ST Helm . . . . .	
Dmg Ctrl Proc . . . 28	Materials Science . . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . . 30	



1

2

3

4

5

6

7

8

9

10

11

12

13

UNCONSCIOUS SAVES

NATURAL  
64

CURRENT

SAVE  
(END/2 rd)  
32

SAVE  
(END/4 rd)  
16

UNC  
(END/10 rd)  
6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+3  
SKILL BONUS.....+ 2  
TOTAL.....= 1d10+5

WEAPON DAMAGE  
STR BONUS.....+ 2  
SKILL BONUS.....+ 0  
TOTAL.....= 2

LUC Pool 79  
NATURAL

PSI Vector 48  
PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1  
Stand-to-Sit or reverse 1  
A Stand-to-Kneel or reverse 1  
A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1  
diagonal 1.5  
Evade 1sq orthogonal 2  
diagonal 3  
Crawl 1sq orthogonal 2  
diagonal 3  
Run for full Turn 1/2 all AP  
Climb Stairs or Ladder 2x AP  
Climb Rope 3x AP  
Swim 2x AP

Equipment and Weapon Use

A Short Communication 1  
Draw and Ready Device 2  
A Operate Familiar Device 2  
Draw and Ready Weapon 2  
Aim Weapon 2  
A Quick-Draw and Fire 3  
A Fire Ready Weapon 1  
A Throw Ready Weapon 1  
Adjust Weapon Settings 2  
Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3  
A Parry/Defend min. 2  
A Dodge min. 3  
A Duck Thrown Weapon 2  
A Hide in Same Square 1  
A Hide in Adjacent Square 4  
A Roll Sideways 2  
A Drop-to-Ready 1  
A Drop-to-Prone 0  
A Dive to Prone 2  
A Dive Roll 4  
Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP  
Hills, Light Vegetation 2x AP  
Swampy, Rocky, Hvy Veg 3x AP  
Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15  
Short 0  
Medium +15  
Long +30  
Extreme +45

Size

Very Small +30  
Small +15  
Man-size 0  
Large -15  
Specific Location +15

Position

Standing 0  
Crouched +5  
Prone -10

Concealment

≤ 1/3 0  
1/3 - 2/3 +10  
2/3 ≥ +30 or more

Movement

Stationary -15  
Moving 0  
Running +5

Attacker Modifiers

Aiming

Aimed Shot -25  
Snapshot 0  
Quick-Draw/Shoot +25  
Wrong-Hand +20  
Simultaneous Attacks +10 each

Movement

Stationary 0  
Moving +5  
Running +15  
Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30  
Surprised or Distracted -20  
Alert and Aware +20  
Aware of the Technique +40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	KREEVAH MEL	AGE	34	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. Med, Cait, C	
CAITIAN	SPSTATION K-1	HT	5'2	INT	B	2. Botany, D	
BRANCH	MEDICAL, MINOR SEC	WT	100	DEX	B	3. Chemistry, D	
RANK	LT. CMDR	HAIR	SAND	CHA	D	4. Cbt, Mod, D	
CURRENT ASSIGNMENT		EYES	YELLOW	COOL	C	5. Psych, SpT, D	
		D.O.B.		LUC	C	...	
				PSI	H	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team Certified?	Y/N

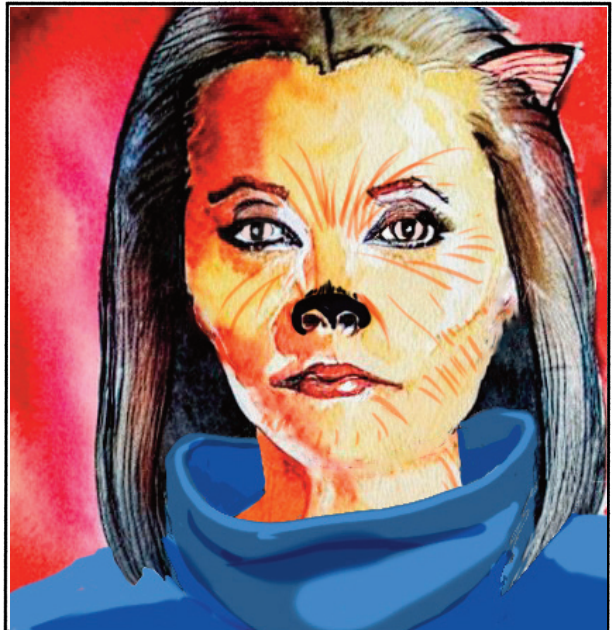
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## Service Record

### Honors

Grad with High Honors  
SF Dec for Gallantry  
SF Honor Roll  
SF Honor Roll



### Assignments

7+ Years Served

Cadet ST Enterprise  
Term 1 ST Potemkin, 4  
Term 2 Mil, 3  
Term 3 Current, 3, 3rd year in  
Term 4  
Term 5  
Term 6  
Term 7  
Term 8  
Term 9  
Term 10



Family  
Homeworld: Non-Member, Seafaring

Family Infamous, Hereditary Feud

Parents: Both Alive

Childhood: On Street

Areas of Improvement	
Skills	Attribute
1 CBT, Sword	END
2 Enviosuit	
3 ST Sensors	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy

Cadet 1 Senseii, Armed (s) +9  
2 -  
3 -

Term 1 Illness! Caught something harsh  
2 -  
3 Enemy, Locals, hate them, general dislike  
4 Accident! Scratch  
5  
6  
7  
8  
9  
10

Awards and Honors

Cadet - / - / -

Term 1 Gold Palms, Gold Palms  
2 SF Dec for Gallantry  
3 -  
4 SF Honor Roll, Purple Heart  
5  
6  
7  
8  
9  
10

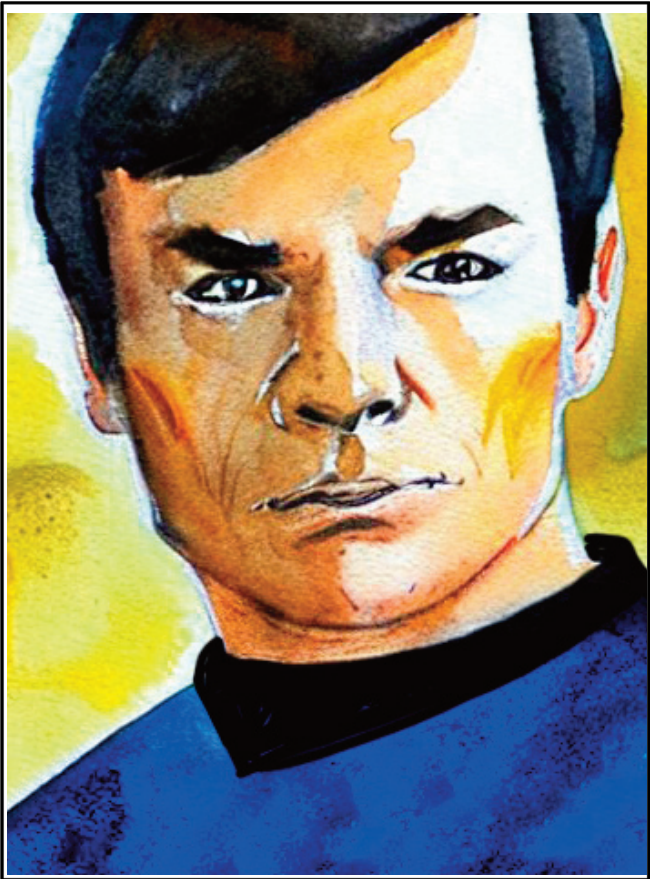
History and Notes

While a slow start at the Academy, Jacques is clearly no slouch. His 5yrs of Exemplary service across 2 Starships was full, seeing the awarding of 3 medals.

Even so, the action was too much and Jacques 6th year saw him burn out. That his performance rating immediately rebounded despite being wounded demonstrates his resolve and inner strength, earning his place on Starfleet's Honor Roll.

Dreams and Direction

10 years in has certainly been filled with excitement, but also demonstrates the need for calm periods as well. Wherever Starfleet assigns, Jacques, he is sure to give his best.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
				Efficiency
1st				1 EX Gold Palms, Gold Palms, Republic
2nd				4 EX SF Dec for Gallantry, Constitution
3rd				1 PO - / Hood
4th				4 EX SF Honor Roll, Purple Heart: Scratch, SB#10
5th				2 Current, just starting term
6th				
7th				
8th				
9th				
10th				

NAME JACQUES DuVEERS AGE 39  
 SPECIES HUMAN P.O.B. DERIGO SEX M  
 RANK LT. CMDR WT 150  
 BRANCH MED MINOR DIPLO HAIR BLK/BL  
 ASSIGNMENT DR. EYES BLUE  
 D.O.B.



LT. CMDR JACQUES DuVEERS, DOCTOR

Personal/Family Notes	CREDITS 30kcr
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Awards, Honorifics and Notes
Cadet Cruise
1 EX Gold Palms, Gold Palms, Republic
4 EX SF Dec for Gallantry, Constitution
1 PO - / Hood
4 EX SF Honor Roll, Purple Heart: Scratch, SB#10
2 Current, just starting term

STR	57	END	56	INT	82	DEX	90	CHA	75	COOL	83	LUC	36	PSI	29				
FOOLIES (CHA+COOL)/2 round down		79		PERCEPTION (INT+LUC)/2 round down		59		FOCUS (INT+COOL)/2 round down		82		PERSEVERANCE (END+LUC)/2 round down		46		(INT+LUC)/2 round down		59	

Administration . . . . . 41	Demolitions . . . . .	Medicine Human . . . . . 70	ST Sensors . . . . . 15
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . .	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . . 40	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . . 24	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . . . . . 15	Pers Wpn Tech . . . . .	Streetwise . . . . . 27
Art Appreciation . . . . . 25	Federation Law . . . . . 17	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . . . . 10	Gaming . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . . 50	Gambling . . . . . 27	Psych Human . . . . . 86	Trade & Commerce . . . . .
Botany . . . . . 75	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . . 42		Shuttle Pilot . . . . .	
Chemistry . . . . . 32	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat	Instruction . . . . . 10	Sm Equip Tech . . . . . 10	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . . 25	
Sword Armed . . . . . 19	Intimidate . . . . .	Sports Spaceball . . . . . 29	Warp Drive Tech . . . . .
H-T-H . . . . . 25	Lang Caitian . . . . . 25		Zoology . . . . .
Modern . . . . . 25		ST Cbt Tac/Str . . . . .	
Computer Op . . . . . 30	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture Caitian . . . . . 25	Leadership . . . . . 35	ST Engineering . . . . .	
	Life Support Tech . . . . . 40	ST Helm . . . . .	
Dmg Ctrl Proc . . . . . 20	Materials Science . . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . . 10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	36	PSI Vector	62	((INT+CHA+PSI)/3) rd	
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool	NATURAL		
		SAVE (END/2 rd)									28
		SAVE (END/4 rd)									14
		UNC (END/10 rd)	5	BARE HAND DAMAGE... 1d10+3			TO HIT TABLE				
5		SKILL BONUS.....+ 1			(SKILL + DEX)/2=TOHIT DMG						
6		TOTAL.....= 1d10+4			Modern..... 25 ..... 90 ..... 57 ...PER SETTING						
7		WEAPON DAMAGE			H-T-H..... 25 ..... 90 ..... 57 ... 1d10+4						
8		STR BONUS.....+ 2			Sword .. 19 ..... 90 ..... 54 ... 4d10+2						
9		SKILL BONUS.....+ 0									
10		TOTAL.....= 2									
11		<b>Action Point Table</b> <i>A Opportunity Action</i> <i>Position Change</i> Turn in Place 1 Stand-to-Sit or reverse 1 Stand-to-Kneel or reverse 1 Kneel-to-Prone or reverse 1  <i>Movement</i> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP  <i>Equipment and Weapon Use</i> Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick-Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2  <i>Combat and Emergency Evasion</i> Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive to Prone 2 Dive Roll 4 Flying Tackle min. 4  <i>Terrain Modifiers</i> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP									
12											
13											

### To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
<i>Attacker Modifiers</i>	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<i>Vulcan Nerve Pinch</i>	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME JACQUES DUVEERS		AGE 39	STR <b>D</b>	<b>Top Skills</b> 1. Psych, Hu, B 2. Med, Hum, C 3. Botany, C 4. Admin, E 5. carousing, E ...
SPECIES	P.O.B.	SEX M	END <b>D</b>	
HUMAN	DERIGO	HT 5'6	INT <b>B</b>	
BRANCH		WT 150	DEX <b>A</b>	
	MED, MINOR DIPLO	HAIR BLK/BL	CHA <b>C</b>	
RANK	LT. CMDR	EYES BLUE	COOL <b>B</b>	Dept Y/ N
CURRENT ASSIGNMENT		D.O.B.	LUC <b>F</b>	Cmd Y/ N
			PSI <b>F</b>	Contact Team Y/ F
				Certified? <b>N</b>

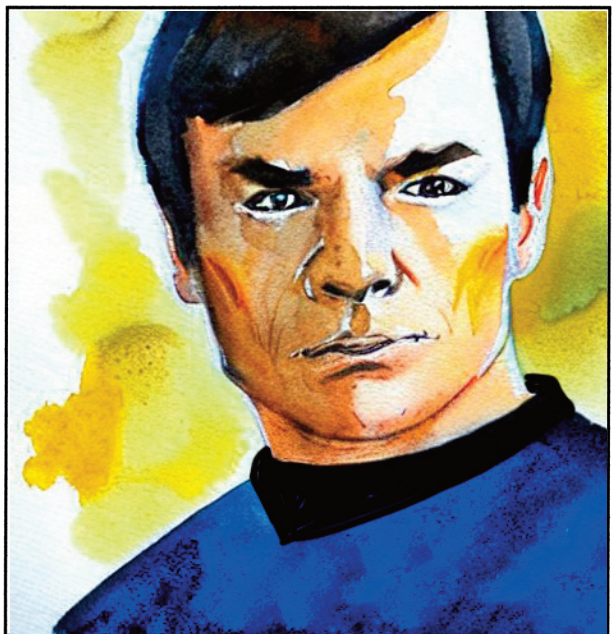
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## Service Record

**Honors**

- Gold Palms
- Gold Palms
- SF Dec for Gallantry
- SF Honor Roll
- Purple Heart



**Assignments**     10+ Years Served

Cadet    1: Mil, 2: Mil, 3: Mil

Term 1   ST Republic, 1

Term 2   ST Constitution, 4

Term 3   ST Hood, 1

Term 4   Starbase #10, 4

Term 5   Current, 2, just starting term

Term 6

Term 7

Term 8

Term 9

Term 10



Family

Homeworld: Starbase, open air-terraform 5yrs est.

Family Leadership, Okay

Parents: Both Alive

Childhood: Starfleet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Rom, Prob, Friends hate me

Cadet Windfall +4kcr

Term 1 Enemy, Rel, hate them, lost face  
2 More Local Troub, Auths have Q's  
3 Friend in SFC  
4 Rom, Tragic, Notorious Figure  
5 Betrayed, Colleague turns  
6  
7  
8  
9  
10

History and Notes

Very few ever earn the Medal of Honor, 1st class; much less on their cadet cruise.

Mosha single-handedly defeated a Klingon occupation force a few years before the Four years War fully erupted.

Mosha attributed her actions to pure luck and timing. Her career performance would demonstrate this and her time aboard the Excalibur was especially difficult for the high expectations.

Despite this, Mosha maintains a steady pace, enjoying all assignments that come her way.

Dreams and Direction

While her medal gives her certain cachet in certain circles, Mosha thinks of it as more beloved novelty for the pure luck she maintains it all was.

It's all good, wherever she goes.

Areas of Improvement

Skills Attribute

- 1 Art, Appreciation COOL  
2 Sm Unit Tactics  
3 Ecology

Awards and Honors

Cadet Grad w/ High Honors, Medal Honor, 1st Cl

Term 1 -  
2 -  
3 -  
4 -  
5 -  
6 -  
7 -  
8 -  
9 -  
10 -



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME MOSHA UBUNTU AGE 46  
 SPECIES HUMAN P.O.B. STARBASE 3 SEX F  
 RANK LT. CMDR HT 5'7  
 BRANCH MED MINOR DIPLO HAIR BLUE  
 ASSIGNMENT DR. EYES GREEN  
 D.O.B.



LT. CMDR MOSHA UBUNTU, DOCTOR

Personal/Family Notes	CREDITS 29kcr
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Awards, Honorifics and Notes	
Cadet Cruise	Grad w/ High Honors, Medal of Honor, 1st Class, SB#5
1st	4 AV - SB#9
2nd	3 AV - / Enterprise
3rd	4 PO - / Excalibur
4th	4 AV -
5th	5 AV -
6th	5 Current, 2yrs in
7th	
8th	
9th	
10th	

STR 53	END 61	INT 76	DEX 72	CHA 76	COOL 58	LUC 96	PSI 31
FOOLIES (CHA+COOL)/2 round down 67		PERCEPTION (INT+LUC)/2 round down 86		FOCUS (INT+COOL)/2 round down 67		PERSEVERANCE (END+LUC)/2 round down 78	

Administration . . . 40	Demolitions . . . . .	Medicine Human. 80	ST Sensors . . . . . 45
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . . 20	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy. 30	ST Weapons Tech . . . . .
Archaeo Andorian. 25	Enviosuit Ops . . . 25	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . 18	Pers Wpn Tech . . . . .	Streetwise . . . . . 27
Art Appreciation. 27	Federation Law . . . 36	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . 10	Gaming . . . . . 28	Physics . . . . .	Track/Evade. . . . .
Biology . . . . . 40	Gambling . . . . .	Psych Human. 40	Trade & Commerce. . . . .
Botany . . . . . 55	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech. . . . .	Scrounge . . . . .	Transporter Tech. . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . . 40		Shuttle Pilot . . . . .	
Chemistry . . . . . 40	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat	Instruction . . . . . 30	Sm Equip Tech. . . . 20	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . 15	
Club Armed . . . . 10	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . . 25	Lang Andorian. 25		Zoology . . . . .
Modern . . . . . 36		ST Cbt Tac/Str. . . . .	
Computer Op . . . . 10	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture Andorian. 32	Leadership . . . . . 30	ST Engineering . . . . .	
	Life Support Tech . . 40	ST Helm . . . . .	
Dmg Ctrl Proc . . . . 10	Materials Science. . 25	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . . 10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	96	PSI Vector	61	((INT+CHA+PSI)/3) rd																																																																																						
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool	NATURAL																																																																																							
		SAVE (END/2 rd)						30																																																																																								
		SAVE (END/4 rd)	15	BARE HAND DAMAGE... 1d10+3			TO HIT TABLE																																																																																									
		UNC (END/10 rd)	6	WEAPON DAMAGE			(SKILL + DEX)/2=TOHIT DMG Modern..... 36 ..... 72 ..... 54 ...PER SETTING H-T-H..... 25 ..... 72 ..... 48 ... 1d10+4 Club ..... 10 ..... 72 ..... 41 ... 2d10+2																																																																																									
1	SAVES	SKILL BONUS.....+ 1			TOTAL.....= 1d10+4																																																																																											
2		STR BONUS.....+ 2			SKILL BONUS.....+ 0																																																																																											
3		TOTAL.....= 2																																																																																														
4		<b>Action Point Table</b> <i>A Opportunity Action</i> <i>Position Change</i> Turn in Place 1 Stand-to-Sit or reverse 1 Stand-to-Kneel or reverse 1 Kneel-to-Prone or reverse 1																																																																																														
5		<i>Movement</i> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP																																																																																														
6		<i>Equipment and Weapon Use</i> Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick-Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2																																																																																														
7		<i>Combat and Emergency Evasion</i> Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive to Prone 2 Dive Roll 4 Flying Tackle min. 4																																																																																														
8		<i>Terrain Modifiers</i> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP																																																																																														
9		<b>To-Hit Modifiers</b> <table border="1"> <thead> <tr> <th>Target Modifiers</th> <th>Dice Mod</th> </tr> </thead> <tbody> <tr><td>Range</td><td></td></tr> <tr><td>Point-Blank</td><td>-15</td></tr> <tr><td>Short</td><td>0</td></tr> <tr><td>Medium</td><td>+15</td></tr> <tr><td>Long</td><td>+30</td></tr> <tr><td>Extreme</td><td>+45</td></tr> <tr><td>Size</td><td></td></tr> <tr><td>Very Small</td><td>+30</td></tr> <tr><td>Small</td><td>+15</td></tr> <tr><td>Man-size</td><td>0</td></tr> <tr><td>Large</td><td>-15</td></tr> <tr><td>Specific Location</td><td>+15</td></tr> <tr><td>Position</td><td></td></tr> <tr><td>Standing</td><td>0</td></tr> <tr><td>Crouched</td><td>+5</td></tr> <tr><td>Prone</td><td>-10</td></tr> <tr><td>Concealment</td><td></td></tr> <tr><td>≤ 1/3</td><td>0</td></tr> <tr><td>1/3 - 2/3</td><td>+10</td></tr> <tr><td>2/3 ≥</td><td>+30 or more</td></tr> <tr><td>Movement</td><td></td></tr> <tr><td>Stationary</td><td>-15</td></tr> <tr><td>Moving</td><td>0</td></tr> <tr><td>Running</td><td>+5</td></tr> <tr><td>Attacker Modifiers</td><td></td></tr> <tr><td>Aiming</td><td></td></tr> <tr><td>Aimed Shot</td><td>-25</td></tr> <tr><td>Snapshot</td><td>0</td></tr> <tr><td>Quick-Draw/Shoot</td><td>+25</td></tr> <tr><td>Wrong-Hand</td><td>+20</td></tr> <tr><td>Simultaneous Attacks</td><td>+10 each</td></tr> <tr><td>Movement</td><td></td></tr> <tr><td>Stationary</td><td>0</td></tr> <tr><td>Moving</td><td>+5</td></tr> <tr><td>Running</td><td>+15</td></tr> <tr><td>Evading</td><td>+30</td></tr> <tr><td>Vulcan Nerve Pinch</td><td></td></tr> <tr><td>Target is:</td><td>Die Mod</td></tr> <tr><td>Totally Unawares</td><td>-30</td></tr> <tr><td>Surprised or Distracted</td><td>-20</td></tr> <tr><td>Alert and Aware</td><td>+20</td></tr> <tr><td>Aware of the Technique</td><td>+40</td></tr> </tbody> </table>									Target Modifiers	Dice Mod	Range		Point-Blank	-15	Short	0	Medium	+15	Long	+30	Extreme	+45	Size		Very Small	+30	Small	+15	Man-size	0	Large	-15	Specific Location	+15	Position		Standing	0	Crouched	+5	Prone	-10	Concealment		≤ 1/3	0	1/3 - 2/3	+10	2/3 ≥	+30 or more	Movement		Stationary	-15	Moving	0	Running	+5	Attacker Modifiers		Aiming		Aimed Shot	-25	Snapshot	0	Quick-Draw/Shoot	+25	Wrong-Hand	+20	Simultaneous Attacks	+10 each	Movement		Stationary	0	Moving	+5	Running	+15	Evading	+30	Vulcan Nerve Pinch		Target is:	Die Mod	Totally Unawares	-30	Surprised or Distracted	-20	Alert and Aware	+20	Aware of the Technique	+40
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11																																																																																																

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	MOSHA UBUNTU	AGE	46	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. Med, Hum, B	
HUMAN	STARBASE 3	HT	5'7	INT	C	2. Biology, E	
BRANCH	MED, MINOR DIPLO	WT	115	DEX	C	3. LSTech, E	
RANK	LT. CMDR	HAIR	BLUE	CHA	C	4. Psy, Hum, E	
CURRENT ASSIGNMENT		EYES	GREEN	COOL	D	5. ST Sensors, E	
		D.O.B.		LUC	A	...	
				PSI	F	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team Certified?	Y/N

230101.01



## Service Record

**Honors**

Grad w/ High Honors  
Medal of Honor, 1st Class



**Assignments** 20+ Years Served

Cadet Starbase#5

Term 1 Starbase#9, 4

Term 2 ST Enterprise, 3

Term 3 ST Excalibur, 4

Term 4 Mil, 4

Term 5 Mil, 5

Term 6 Current, 5, 2yrs in

Term 7

Term 8

Term 9

Term 10



Name JOHN BREMEN

Personal Notes and Lifepath

Family

Homeworld: Earth

Family Common, Okay

Parents: Sep, Father Dec

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Rom, Prob, Rivalry

Cadet Windfall 2kr

Term 1 Friend, Former Enemy  
2 -  
3 Call on Friendly Locals for Favor  
4 En: Pl. Official, Mutual, Betrayal  
5 -  
6  
7  
8  
9  
10

Areas of Improvement

Skills Attribute

- 1 Art, space guitar -  
2 Gaming  
3 ST Sensors

Awards and Honors

Cadet -  
Term 1 SF Dec Conspicuous Gallantry  
2 -  
3 -  
4 -  
5 -  
6  
7  
8  
9  
10

History and Notes

Being in Sickbay, you get to know most of the crew. When every other one of them is killed by a cloud creature before your very eyes over several hours, it's a blow to the psyche.

Nevertheless, John has maintained consistent performance, recently shining on being assigned to the steady and predictable routine of the Colonization Division.

Dreams and Direction

With this the 10th year since the Farragut tragedy, John has been in touch with numerous of the survivors as they plan a memorial gathering in hopes that the creature is never seen again.

Meanwhile, if John could arrange to spend the rest of his days in Colonization, he would as he transitions into the administrative hierarchy.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
				Efficiency
1st				5 AV
2nd				5 AV
3rd				1 AV
4th				4 AV
5th				4 EX
6th				3
7th				
8th				
9th				
10th				

NAME JOHN BREMEN AGE 43  
 SPECIES HUMAN P.O.B. EARTH SEX M  
 RANK LT. CMDR WT 170  
 BRANCH MEDICAL HAIR SAND  
 ASSIGNMENT R.N. EYES BROWN  
 D.O.B.



LT. CMDR JOHN BREMEN, R.N.

Personal/Family Notes	CREDITS 37kcr
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Awards, Honorifics and Notes
Cadet Cruise -
SF Dec for Conspicuous Gallantry, Lexington
- / Farragut: Cloud Creature kills over 200 fellow crew
-
-
Current, just starting term

STR 55	END 60	INT 70	DEX 75	CHA 65	COOL 68	LUC 69	PSI 52
FOOLIES (CHA+COOL)/2 round down 66	PERCEPTION (INT+LUC)/2 round down 69	FOCUS (INT+COOL)/2 round down 69	PERSEVERENCE (END+LUC)/2 round down 64	(INT+LUC)/2 round down 69			

Administration . . . 40	Demolitions . . .	Medicine Human . 35	ST Sensors . . . . . 24
Anthrop . . . . .	Disguise . . . . .	Edoan . 15	ST Services . . . . .
. . . . .	Ecology . . . . . 35	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . . 25	Negot/Diplomacy . 20	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . 40	Oceanography . . . 50	Stealth/Hide . . . . .
. . . . .	Federation History . 10	Pers Wpn Tech . . .	Streetwise . . . . .
Art Space Guitar . 52	Federation Law . . 10	Philosophy . . . . .	Survival . . . . .
. . . . .	Forgery . . . . .	. . . . .	. . . . .
Astron/Atrophys . 28	Gaming . . . . . 41	Physics . . . . . 30	Track/Evade . . . . .
Biology . . . . . 45	Gambling . . . . .	Psych Edoan . 30	Trade & Commerce . . . . .
Botany . . . . . 45	Geology . . . . .	. . . . .	Transporter Ops . . . 21
Bribery . . . . .	Hvy Wpns Op/Tech .	Scrounge . . . . .	Transporter Tech . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .	. . . . .	Shuttle Pilot . . . .	. . . . .
Chemistry . . . . .	Holotechnology . .	Shuttle Sys Tech .	Variable-G Ops . . . .
Combat	Instruction . . . . . 10	Sm Equip Tech . . . 10	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . .	Sm Unit Tactics . .	. . . . .
Staff Armed . . . 10	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . .
H-T-H . . . . . 30	Lang Edoan . 10	. . . . .	Zoology . . . . . 25
Modern . . . . . 25	. . . . .	ST Cbt Tac/Str . . .	med, Vulcan . 10
Computer Op . . . 20	Law . . . . .	ST Comm Proc . . .	. . . . .
Computer Tech . .	. . . . .	ST Comm Tech . . .	. . . . .
Culture . . . . .	Leadership . . . . . 10	ST Engineering . . .	. . . . .
. . . . .	Life Support Tech . 20	ST Helm . . . . .	. . . . .
Dmg Ctrl Proc . . . 10	Materials Science . .	ST Navigation . . . .	. . . . .
Def Shield Tech . .	Mechanics . . . . .	ST Security . . . . . 10	. . . . .



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC	69	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	62	PSI Pool	
		SAVE (END/2 rd)							
		30	BARE HAND DAMAGE... 1d10+3	TO HIT TABLE					
		SAVE (END/4 rd)							
15	SKILL BONUS.....+ 1	(SKILL + DEX)/2=TOHIT DMG							
SAVES	5	UNC (END/10 rd)	WEAPON DAMAGE	Modern..... 25 ..... 75 ..... 50 ...PER SETTING					
		6	STR BONUS.....+ 2	H-T-H..... 30 ..... 75 ..... 52 ... 1d10+4					
			SKILL BONUS.....+ 0	Staff .. 10 ..... 75 ..... 42 ... 3d10+2					
			TOTAL.....= 2						
6		Action Point Table      A Opportunity Action			To-Hit Modifiers				
7		Position Change			Target Modifiers      Dice Mod				
8		A Turn in Place      1			Range				
9		Stand-to-Sit or reverse      1			Point-Blank      -15				
10		A Stand-to-Kneel or reverse      1			Short      0				
11		A Kneel-to-Prone or reverse      1			Medium      +15				
		Movement			Long      +30				
		Walk 1sq orthogonal      1			Extreme      +45				
		diagonal      1.5			Size				
		Evade 1sq orthogonal      2			Very Small      +30				
		diagonal      3			Small      +15				
		Crawl 1sq orthogonal      2			Man-size      0				
		diagonal      3			Large      -15				
		Run for full Turn      1/2 all AP			Specific Location      +15				
		Climb Stairs or Ladder      2x AP			Position				
		Climb Rope      3x AP			Standing      0				
		Swim      2x AP			Crouched      +5				
		Equipment and Weapon Use			Prone      -10				
		A Short Communication      1			Concealment				
		Draw and Ready Device      2			≤ 1/3      0				
		A Operate Familiar Device      2			1/3 - 2/3      +10				
		Draw and Ready Weapon      2			2/3 ≥      +30 or more				
		Aim Weapon      2			Movement				
		A Quick-Draw and Fire      3			Stationary      -15				
		A Fire Ready Weapon      1			Moving      0				
		A Throw Ready Weapon      1			Running      +5				
		Adjust Weapon Settings      2			Attacker Modifiers				
		Reload Weapon      2			Aiming				
		Combat and Emergency Evasion			Aimed Shot      -25				
		A Attack      min. 3			Snapshot      0				
		A Parry/Defend      min. 2			Quick-Draw/Shoot      +25				
		A Dodge      min. 3			Wrong-Hand      +20				
		A Duck Thrown Weapon      2			Simultaneous Attacks      +10 each				
		A Hide in Same Square      1			Movement				
		A Hide in Adjacent Square      4			Stationary      0				
		A Roll Sideways      2			Moving      +5				
		A Drop-to-Ready      1			Running      +15				
		A Drop-to-Prone      0			Evading      +30				
		A Dive to Prone      2			Vulcan Nerve Pinch				
		A Dive Roll      4			Target is:      Die Mod				
		Flying Tackle      min. 4			Totally Unawares      -30				
		Terrain Modifiers			Surprised or Distracted      -20				
		Clear, Road or Path      1x AP			Alert and Aware      +20				
		Hills, Light Vegetation      2x AP			Aware of the Technique      +40				
		Swampy, Rocky, Hvy Veg      3x AP							
		Cliffs, Rough Terrain      2x - 4x AP							

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

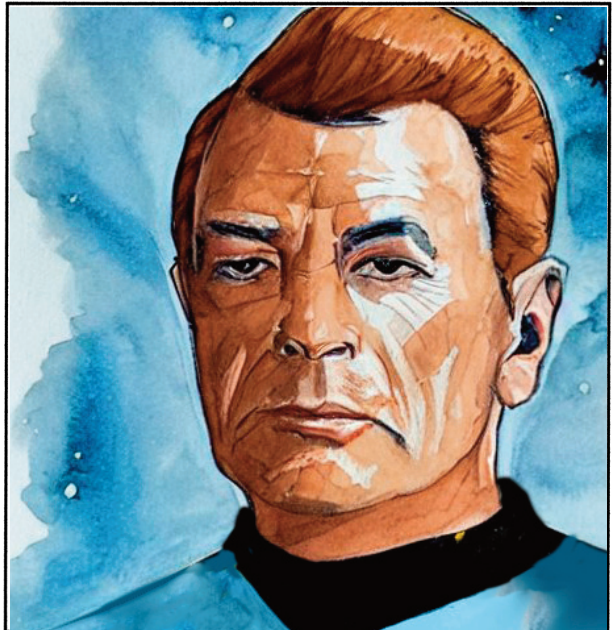
NAME	JOHN BREMEN	AGE	43	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Art, (s), D	
HUMAN	EARTH	HT	5'11	INT	C	2. Oceanog, D	
BRANCH	MEDICAL	WT	170	DEX	C	3. Gaming, E	
RANK	LT. CMDR	HAIR	SAND	CHA	D	4. Physics, F	
CURRENT ASSIGNMENT		EYES	BROWN	COOL	D	5. Psy, Edoan, F	
		D.O.B.		LUC	D	...	
				PSI	D	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team	Y/N
						Certified?	(N)

23010101



### Service Record

**Honors**  
SF Dec for Gallantry



**Assignments**      19+ Years Served

Cadet    Col

Term 1   ST Lexington, 5

Term 2   Merch, 5

Term 3   ST Farragut, 1

Term 4   Merch, 4

Term 5   Col, 4

Term 6   Curr, 3, just starting term

Term 7

Term 8

Term 9

Term 10



Name ZIMON DREGGZLA

Personal Notes and Lifepath

Family

Homeworld: Shipboard

Family Researchers, Okay

Parents: Father Dec.

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Rom, Fast

Cadet Friendly Locals owe a Favor

Term 1 Rom, Happy  
2 Headache, -600cr  
3 -  
4 -  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills

Attribute

- 1 Meteorology  
2 Archaeo, Xeno  
3 Ecology

END

Awards and Honors

Cadet -/ Grad with High Honors

Term 1 -  
2 -  
3 SF Dec for Valor  
4 -  
5 -  
6 -  
7 -  
8 -  
9 -  
10 -

History and Notes

An average career to date, Zimon didn't join for the excitement. Though indeed it was the K'Zin pirates during his Merchant Marine tour where he realized there are genuine dangers out there. Thus it was he learned to wield a knife as well as a few words of K'Zin.

Dreams and Direction

While medicine has always been at the fore, Zimon's passion for ancient art works found on new planets is a major focus of his free time. Of specific interest is Archaeo Medicine and would enjoy a research assignment along those lines.



NAME	ZIMON DREGGZLA	AGE	35
SPECIES	P.O.B.	SEX	M
HUMAN	SHIPBOARD	HT	5'6
RANK	LT.	WT	150
BRANCH	MEDICAL	HAIR	BRN
ASSIGNMENT		EYES	GOLD
R.N.		D.O.B.	

**LT. ZIMON DREGGZLA, R.N**

93010101

[illegible]

Personal/Family Notes	CREDITS 14.4kcr
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ACTIVE DUTY						Term Length	Awards, Honorifics and Notes	
							Efficiency	Cadet Cruise - / Grad w/ High Honors
1st						1	AV	-
2nd						4	AV	-
3rd						5	AV	SF Dec for Valor
4th						1	AV	-
5th						1		Current, Just starting term
6th								
7th								
8th								
9th								
10th								

STR	81	END	78	INT	70	DEX	70	CHA	63	COOL	65	LUC	63	PSI	59
-----	----	-----	----	-----	----	-----	----	-----	----	------	----	-----	----	-----	----

FOOLIES (CHA+COOL)/2 round down	64	PERCEPTION (INT+LUC)/2 round down	66	FOCUS (INT+COOL)/2 round down	67	PERSEVERENCE (END+LUC)/2 round down	70	(INT+LUC)/2 round down	66
---------------------------------------	----	---	----	-------------------------------------	----	---	----	---------------------------	----

Administration . . . . .	<u>27</u>	Demolitions . . . . .	_____	Medicine _____ Human.	<u>60</u>	ST Sensors . . . . .	<u>61</u>
Anthrop _____	_____	Disguise . . . . .	_____	_____	_____	ST Services . . . . .	_____
_____	_____	Ecology . . . . .	<u>20</u>	Meteorology . . . . .	<u>14</u>	ST Weapon Ops . . . . .	_____
Appraisal . . . . .	_____	Electronics . . . . .	_____	Negot/Diplomacy.	<u>20</u>	ST Weapons Tech _____	_____
Archaeo _____ Xeno.	<u>21</u>	Enviosuit Ops . . . . .	<u>20</u>	Oceanography . . . . .	_____	Stealth/Hide . . . . .	_____
_____	_____	Federation History _____	<u>10</u>	Pers Wpn Tech . . . . .	_____	Streetwise . . . . .	_____
Art _____ Painting.	<u>29</u>	Federation Law . . . . .	<u>10</u>	Philosophy _____	_____	Survival _____	_____
_____	_____	Forgery . . . . .	_____	_____	_____	_____	_____
Astron/Atrophys . . . . .	<u>10</u>	Gaming . . . . .	_____	Physics . . . . .	<u>12</u>	Track/Evade. . . . .	_____
Biology . . . . .	<u>30</u>	Gambling . . . . .	_____	Psych _____ Human.	<u>30</u>	Trade & Commerce.	_____
Botany . . . . .	<u>40</u>	Geology . . . . .	_____	_____	_____	Transporter Ops . . . . .	_____
Bribery . . . . .	_____	Hvy Wpns Op/Tech _____	_____	Scrounge . . . . .	_____	Transporter Tech. _____	_____
Burglary . . . . .	_____	History _____	_____	Seduction . . . . .	_____	Trivia _____	_____
Carousing . . . . .	_____	_____	_____	Shuttle Pilot . . . . .	_____	_____	_____
Chemistry . . . . .	<u>40</u>	Holotechnology . . . . .	_____	Shuttle Sys Tech _____	_____	Variable-G Ops . . . . .	_____
Combat _____	_____	Instruction . . . . .	<u>17</u>	Sm Equip Tech. . . . .	<u>10</u>	Vehicle Op _____ Water.	<u>17</u>
_____ Archaic . . . . .	_____	Interrogation . . . . .	_____	Sm Unit Tactics . . . . .	_____	_____	_____
_____ Knife Armed . . . . .	<u>10</u>	Intimidate . . . . .	_____	Sports _____ Moon Golf.	<u>16</u>	Warp Drive Tech . . . . .	_____
_____ H-T-H . . . . .	<u>15</u>	Lang _____ K'Zin.	<u>10</u>	_____	_____	Zoology . . . . .	<u>75</u>
_____ Modern . . . . .	<u>25</u>	_____	_____	ST Cbt Tac/Str. . . . .	_____	_____	_____
Computer Op . . . . .	<u>25</u>	Law _____	_____	ST Comm Proc . . . . .	_____	_____	_____
Computer Tech . . . . .	_____	_____	_____	ST Comm Tech . . . . .	_____	_____	_____
Culture _____	_____	Leadership . . . . .	<u>20</u>	ST Engineering . . . . .	_____	_____	_____
_____	_____	Life Support Tech _____	<u>20</u>	ST Helm . . . . .	_____	_____	_____
Dmg Ctrl Proc . . . . .	<u>10</u>	Materials Science. _____	_____	ST Navigation . . . . .	_____	_____	_____
Def Shield Tech . . . . .	_____	Mechanics . . . . .	_____	ST Security . . . . .	<u>10</u>	_____	_____



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	63	PSI Vector	64	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool NATURAL		
		SAVE (END/2 rd)								
		SAVE (END/4 rd)	19	BARE HAND DAMAGE... 2d10		TO HIT TABLE				
		UNC (END/10 rd)	7	WEAPON DAMAGE		(SKILL + DEX) / 2 = TOHIT DMG Modern..... 25 ..... 70 ..... 47 ... PER SETTING H-T-H..... 15 ..... 70 ..... 42 ... 2d10 Knife .. 10 ..... 70 ..... 40 ... 2d10+4				
1	SAVES	SKILL BONUS..... + 0		TOTAL..... = 2d10						
2		STR BONUS..... + 4		SKILL BONUS..... + 0						
3		TOTAL..... = 4								
4										
5										
6										
7										
8										
9										
10										
11										

### Action Point Table

#### Position Change

- Turn in Place 1
- Stand-to-Sit or reverse 1
- Stand-to-Kneel or reverse 1
- Kneel-to-Prone or reverse 1

#### Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

#### Equipment and Weapon Use

- Short Communication 1
- Draw and Ready Device 2
- Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- Quick-Draw and Fire 3
- Fire Ready Weapon 1
- Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

#### Combat and Emergency Evasion

- Attack min. 3
- Parry/Defend min. 2
- Dodge min. 3
- Duck Thrown Weapon 2
- Hide in Same Square 1
- Hide in Adjacent Square 4
- Roll Sideways 2
- Drop-to-Ready 1
- Drop-to-Prone 0
- Dive to Prone 2
- Dive Roll 4
- Flying Tackle min. 4

#### Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

### To-Hit Modifiers

#### Target Modifiers

Range	Dice Mod
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45

#### Size

Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15

#### Position

Standing	0
Crouched	+5
Prone	-10

#### Concealment

≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more

#### Movement

Stationary	-15
Moving	0
Running	+5

#### Attacker Modifiers

##### Aiming

Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each

##### Movement

Stationary	0
Moving	+5
Running	+15
Evading	+30

#### Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME ZIMON DREGGZLA		AGE 35	STR <b>B</b>	<b>Top Skills</b> 1. ST Sensors, D 2. Zoology, C 3. Chem, E 4. Botany, E 5. Biology, E ...	
SPECIES	P.O.B.	SEX M	END <b>C</b>		
HUMAN	SHIPBOARD	HT 5'6	INT <b>C</b>		
BRANCH		WT 150	DEX <b>C</b>		
	MEDICAL	HAIR BROWN	CHA <b>D</b>		
RANK	LT	EYES GOLD	COOL <b>D</b>	Dept Y/ Head <input checked="" type="radio"/> N	Cmd Y/ School <input checked="" type="radio"/> N
CURRENT ASSIGNMENT		D.O.B.	LUC <b>D</b>	Contact Team Y/ Certified? <input checked="" type="radio"/> F	
			PSI <b>D</b>		

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### Service Record

**Honors**  
 SF Dec for Valor



**Assignments**      12 Years Served

Cadet    Mil

Term 1 Col, 1

Term 2 Col, 4

Term 3 Exp, 5

Term 4 Merch, 1

Term 5 Curr, 1, Just starting term

Term 6

Term 7

Term 8

Term 9

Term 10



Name K'RRESSA MYEV

Personal Notes and Lifepath

Family  
Homeworld: Fringe World, Open-air, Nat

Family Common, Okay

Parents: Both Dec.

Childhood: Restricted Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy Health Relapse!  
Cadet 1 -  
2 Friend, Childhood

Term 1 Brig! Lasting effects?  
2 Enemy, mutual, Former BF  
3 -  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement  
Skills Attribute  
1 Biology END  
2 Enviosuit  
3 Transporter Tech

Awards and Honors  
Cadet - / -  
Term 1 Dec for Conspicuous Valor  
2 -  
3 -  
4  
5  
6  
7  
8  
9  
10

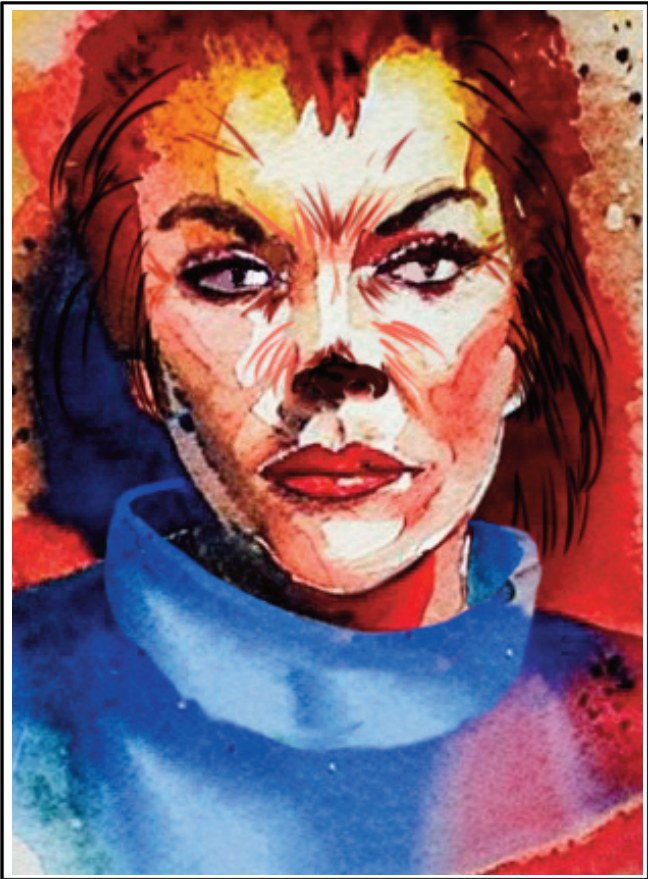
History and Notes

Simultaneously being decorated for Valor and landing in the brig is a feat not oft seen. To then choose and be assigned to Starship service on release says something to vindication.

Exemplary and Outstanding are the most commonly associated words to describe K'Rressa. Her minor degree in Engineering certainly also sets her apart and her combination is nearly unique in all Starfleet.

Dreams and Direction

Serving in Starfleet has been great fun. When K'Rressa's been able to combine her love of engineering with her normal medical duties have been the most rewarding.



NAME	K'RRESSA MYEV	AGE	42
SPECIES	P.O.B.	SEX	F
CAITIAN	MADACARAX	HT	5'4
RANK	LT.	WT	90
BRANCH	MED, <sub>MINOR ENG</sub>	HAIR	RED
ASSIGNMENT		EYES	RED
R.N.		D.O.B.	

**LT. K'PRESSA MYEV, R.N.N.**

93010101

[illegible]

Personal/Family Notes		CREDITS	
Awards, Honorifics and Notes			
Cadet Cruise -/-			
for Conspicuous Valor			
r			
3rd year in			
30	CHA 71	COOL 83	LUC 13
			PSI 44
CUS T+COOL)/2 round down	81	PERSEVERENCE (END+LUC)/2 round down	37
		(INT+LUC)/2 round down	46

Administration . . . . .	<u>25</u>	Demolitions . . . . .	_____	Medicine <u>Caitian</u> . . . . .	<u>30</u>	ST Sensors . . . . .	<u>15</u>
Anthrop _____	_____	Disguise . . . . .	_____	_____ <u>Human</u> . . . . .	<u>30</u>	ST Services . . . . .	_____
_____	_____	Ecology . . . . .	<u>25</u>	Meteorology . . . . .	_____	ST Weapon Ops . . . . .	_____
Appraisal . . . . .	_____	Electronics . . . . .	<u>7</u>	Negot/Diplomacy . . . . .	<u>30</u>	ST Weapons Tech _____	_____
Archaeo _____	_____	Enviosuit Ops . . . . .	<u>20</u>	Oceanography . . . . .	<u>25</u>	Stealth/Hide . . . . .	_____
_____	_____	Federation History _____	<u>10</u>	Pers Wpn Tech . . . . .	_____	Streetwise . . . . .	_____
Art _____	_____	Federation Law . . . . .	<u>10</u>	Philosophy _____	_____	Survival _____	_____
_____	_____	Forgery . . . . .	_____	_____	_____	_____	_____
Astron/Atrophys . . . . .	<u>10</u>	Gaming . . . . .	<u>22</u>	Physics . . . . .	<u>18</u>	Track/Evade . . . . .	_____
Biology . . . . .	<u>22</u>	Gambling . . . . .	<u>15</u>	Psych <u>Caitian</u> . . . . .	<u>30</u>	Trade & Commerce _____	_____
Botany . . . . .	<u>50</u>	Geology . . . . .	_____	_____	_____	Transporter Ops . . . . .	<u>40</u>
Bribery . . . . .	_____	Hvy Wpns Op/Tech _____	_____	Scrounge . . . . .	_____	Transporter Tech. . . . .	<u>24</u>
Burglary . . . . .	_____	History _____	_____	Seduction . . . . .	_____	Trivia _____	_____
Carousing . . . . .	<u>24</u>	_____	_____	Shuttle Pilot . . . . .	<u>14</u>	_____	_____
Chemistry . . . . .	<u>20</u>	Holotechnology . . . . .	_____	Shuttle Sys Tech _____	_____	Variable-G Ops . . . . .	_____
Combat _____	_____	Instruction . . . . .	<u>10</u>	Sm Equip Tech. . . . .	<u>45</u>	Vehicle Op _____	_____
Archaic . . . . .	_____	Interrogation . . . . .	_____	Sm Unit Tactics . . . . .	_____	_____	_____
<u>Club</u> Armed . . . . .	<u>10</u>	Intimidate . . . . .	_____	Sports <u>Caitian Lacrosse</u> . . . . .	<u>30</u>	Warp Drive Tech . . . . .	<u>15</u>
H-T-H . . . . .	<u>15</u>	Lang <u>Klingon</u> . . . . .	<u>10</u>	_____	_____	Zoology . . . . .	_____
Modern . . . . .	<u>30</u>	_____	_____	ST Cbt Tac/Str. . . . .	_____	_____	_____
Computer Op . . . . .	<u>10</u>	Law _____	_____	ST Comm Proc . . . . .	_____	_____	_____
Computer Tech . . . . .	<u>18</u>	_____	_____	ST Comm Tech . . . . .	_____	_____	_____
Culture <u>Human</u> . . . . .	<u>25</u>	Leadership . . . . .	<u>10</u>	ST Engineering . . . . .	<u>35</u>	_____	_____
_____	_____	Life Support Tech _____	<u>40</u>	ST Helm . . . . .	_____	_____	_____
Dmg Ctrl Proc . . . . .	<u>10</u>	Materials Science . . . . .	_____	ST Navigation . . . . .	_____	_____	_____
Def Shield Tech . . . . .	<u>27</u>	Mechanics . . . . .	<u>7</u>	ST Security . . . . .	<u>25</u>	_____	_____



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	13	PSI Vector	65	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool	NATURAL	
		SAVE (END/2 rd)						30		
		SAVE (END/4 rd)	15	BARE HAND DAMAGE... 1d10+3			TO HIT TABLE			
		UNC (END/10 rd)	6	WEAPON DAMAGE			(SKILL + DEX)/2=TOHIT DMG Modern..... 30 ..... 80 ..... 55 ...PER SETTING H-T-H..... 15 ..... 80 ..... 47 ... 1d10+3 Club .. 10 ..... 80 ..... 45 ... 2d10+3			
1	SAVES	SKILL BONUS.....+ 0			TOTAL.....= 1d10+3					
2		STR BONUS.....+ 3			SKILL BONUS.....+ 0					
3		TOTAL.....= 3								
4										
5										
6	<b>Action Point Table</b> <i>A Opportunity Action</i> <i>Position Change</i> Turn in Place 1 Stand-to-Sit or reverse 1 Stand-to-Kneel or reverse 1 Kneel-to-Prone or reverse 1  <i>Movement</i> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP  <i>Equipment and Weapon Use</i> Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick-Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2  <i>Combat and Emergency Evasion</i> Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive to Prone 2 Dive Roll 4 Flying Tackle min. 4  <i>Terrain Modifiers</i> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP									
7										
8										
9										
10										
11										
12										

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# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	K'RRESSA MYEV	AGE	42	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. Botany, D	
CAITIAN	MADACARAX	HT	5'4	INT	B	2. LS Tech, E	
BRANCH	MED, MINOR ENG	WT	90	DEX	B	3. SmEqTech, E	
RANK	LT.	HAIR	RED	CHA	C	4. Tporter Op, E	
CURRENT ASSIGNMENT		EYES	RED	COOL	B	5. Med, Cait, F	
		D.O.B.		LUC	C	...	
				PSI	E	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team	Y/N
						Certified?	(N)

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### Service Record

**Honors**  
SF Dec for Conspicuous Valor



**Assignments** 11 + Years Served

Cadet 1: Exp, 2: Mil

Term 1 Mil, 2

Term 2 ST Exeter, 5

Term 3 Merch, 4

Term 4 Current, 5, 3rd year in

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10



Family  
Homeworld: Sm Rsrch St. est5yrs, seafaring

Family      law Enforcement, Danger

Parents:      Both died protecting me

Childhood:   On the water

Areas of Improvement	
Skills	Attribute
1 Biology	END
2 Carousing	
3 Ecology	

Awards and Honors

Cadet      Grad w/ High Honors / -

Term	
1	-
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	-
10	-

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy      Mentor, Transporter Op +8

Cadet      1 -  
2 Rom, Fast Times

Term      1 Headache: Friend is KIA  
2 -  
3 Friend, Like Grandmother  
4 Friend, Former Lover  
5  
6  
7  
8  
9  
10

History and Notes

While Starfleet seemed like a good idea and the Academy was an excellent experience, actual duty has been a middling-to-frustrating time.

The exposure to violence in general and then healing its effects upon the bodies can get to be too much for this Edoan.

That Billix graduated with High Honors out of Military cadet cruise is the height of ironies. She would request reassignment if posted to the military again.

Dreams and Direction

Duty with Starfleet may be too much trauma to bear.

Perhaps a move over to Cultural Affairs and an assignment with touring musicians and actors is what is needed.

There, Billix could get some drum practice in and participate in the headier, more fulfilling and peaceful aspects of the Federation and medicine.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORE	MILITARY	COLONIZATION
	MERCHANT	MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR
	Passed	Honors	High Honors	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	ACTIVE DUTY	Term Length	Efficiency	
1st		3	AV	
2nd		1	PO	- / Yorktown
3rd		1	PO	
4th		2	AV	
5th		4		Current, end of 4th year term
6th				
7th				
8th				
9th				

NAME BILLIX XILLIXX  
SPECIES EDOAN  
P.O.B. GRIX  
RANK Lt. J.G.  
BRANCH MEDICAL  
ASSIGNMENT R.N.

AGE 46  
SEX F  
HT 5'2  
WT 120  
HAIR -  
EYES YELLOW  
D.O.B.



LT. J.G. BILLIX XILLIXX, R.N.

Personal/Family Notes

CREDITS  
3 kcr

Awards, Honorifics and Notes

Cadet Cruise - / - Grad with High Honors, Republic

STR	55	END	55	INT	70	DEX	90	CHA	65	COOL	51	LUC	25	PSI	20
FOOLIES (CHA+COOL)/2 round down		58		PERCEPTION (INT+LUC)/2 round down		47		FOCUS (INT+COOL)/2 round down		60		PERSEVERANCE (END+LUC)/2 round down		42	

Administration . . . . .	75	Demolitions . . . . .		Medicine . . . . .	Edoan . . . . .	35	ST Sensors . . . . .	25
Anthrop . . . . .		Disguise . . . . .		Human . . . . .		25	ST Services . . . . .	
		Ecology . . . . .	31	Meteorology . . . . .		25	ST Weapon Ops . . . . .	
Appraisal . . . . .		Electronics . . . . .		Negot/Diplomacy . . . . .		10	ST Weapons Tech . . . . .	
Archaeo . . . . .		Enviosuit Ops . . . . .	40	Oceanography . . . . .		25	Stealth/Hide . . . . .	
		Federation History . . . . .	10	Pers Wpn Tech . . . . .			Streetwise . . . . .	
Art . . . . .	Edoan Drums . . . . .	30	Federation Law . . . . .	10	Philosophy . . . . .		Survival . . . . .	
		Forgery . . . . .						
Astron/Atrophys . . . . .	10	Gaming . . . . .		Physics . . . . .			Track/Evade . . . . .	
Biology . . . . .	35	Gambling . . . . .		Psych . . . . .	Edoan . . . . .	30	Trade & Commerce . . . . .	
Botany . . . . .	30	Geology . . . . .					Transporter Ops . . . . .	8
Bribery . . . . .		Hvy Wpns Op/Tech . . . . .		Scrounge . . . . .			Transporter Tech . . . . .	
Burglary . . . . .		History . . . . .		Seduction . . . . .			Trivia . . . . .	
Carousing . . . . .	25			Shuttle Pilot . . . . .				
Chemistry . . . . .		Holotechnology . . . . .		Shuttle Sys Tech . . . . .		25	Variable-G Ops . . . . .	
Combat . . . . .		Instruction . . . . .	10	Sm Equip Tech . . . . .			Vehicle Op . . . . .	
Archaic . . . . .		Interrogation . . . . .		Sm Unit Tactics . . . . .				
Knife Armed . . . . .	10	Intimidate . . . . .		Sports . . . . .			Warp Drive Tech . . . . .	
H-T-H . . . . .	25	Lang . . . . .	Human . . . . .				Zoology . . . . .	20
Modern . . . . .	25			ST Cbt Tac/Str . . . . .			Med Vulcan . . . . .	30
Computer Op . . . . .	20	Law . . . . .		ST Comm Proc . . . . .				
Computer Tech . . . . .				ST Comm Tech . . . . .				
Culture . . . . .	Human . . . . .	20	Leadership . . . . .	25	ST Engineering . . . . .			
			Life Support Tech . . . . .	40	ST Helm . . . . .			
Dmg Ctrl Proc . . . . .	10	Materials Science . . . . .		ST Navigation . . . . .				
Def Shield Tech . . . . .		Mechanics . . . . .		ST Security . . . . .		10		



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	25	PSI Vector	51	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool NATURAL		
		SAVE (END/2 rd)								
		SAVE (END/4 rd)	13	BARE HAND DAMAGE... 1d10+3		TO HIT TABLE				
		UNC (END/10 rd)	5	WEAPON DAMAGE		Modern..... 25 ..... 90 ..... 57 ... PER SETTING				
1			SKILL BONUS.....+ 1		(SKILL + DEX)/2=TOHIT DMG					
2			TOTAL.....= 1d10+4		H-T-H..... 25 ..... 90 ..... 57 ... 1d10+4					
3					Knife .. 10 ..... 90 ..... 50 ... 2d10+2					
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										

### Action Point Table

#### Position Change

- Turn in Place 1
- Stand-to-Sit or reverse 1
- Stand-to-Kneel or reverse 1
- Kneel-to-Prone or reverse 1

#### Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

#### Equipment and Weapon Use

- Short Communication 1
- Draw and Ready Device 2
- Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- Quick-Draw and Fire 3
- Fire Ready Weapon 1
- Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

#### Combat and Emergency Evasion

- Attack min. 3
- Parry/Defend min. 2
- Dodge min. 3
- Duck Thrown Weapon 2
- Hide in Same Square 1
- Hide in Adjacent Square 4
- Roll Sideways 2
- Drop-to-Ready 1
- Drop-to-Prone 0
- Dive to Prone 2
- Dive Roll 4
- Flying Tackle min. 4

#### Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

### To-Hit Modifiers

#### Target Modifiers

Range	Dice Mod
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45

#### Size

Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15

#### Position

Standing	0
Crouched	+5
Prone	-10

#### Concealment

≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more

#### Movement

Stationary	-15
Moving	0
Running	+5

#### Attacker Modifiers

##### Aiming

Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each

##### Movement

Stationary	0
Moving	+5
Running	+15
Evading	+30

#### Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	BILLIX XILLIXX	AGE	46	STR	<b>D</b>	<b>Top Skills</b> 1. LS Tech, E 2. Enviosuit, E 3. Psy, Edo, F 4. Med, Edo, F 5. Biology, F ...			
SPECIES	P.O.B.	SEX	F	END	<b>D</b>				
EDOAN	GRIX	HT	5'2	INT	<b>C</b>				
BRANCH	MEDICAL	WT	120	DEX	<b>AD</b>				
RANK	LT. J.G.	HAIR	-	CHA	<b>D</b>				
CURRENT ASSIGNMENT		EYES	YELLOW	COOL	<b>D</b>	Dept Head	Y/ <input checked="" type="radio"/> N	Cmd School	Y/ <input checked="" type="radio"/> N
		D.O.B.		LUC	<b>F</b>	Contact Team Y/ Certified? <input checked="" type="radio"/> F			
				PSI	<b>G</b>				

230101.01



### Service Record

**Honors**  
 Grad w/ High Honors



**Assignments** 7+ Years Served

Cadet 1: ST Republic 2: Mil

Term 1 Col, 3

Term 2 ST Yorktown, 1

Term 3 Merch, 1

Term 4 Col, 2

Term 5 Current, 4, 4th year, end of term

Term 6

Term 7

Term 8

Term 9

Term 10



Name RENDA SPEN

Personal Notes and Lifepath

Family  
Homeworld: Fringe, Deep Underground

Family Local Leaders, Okay

Parents: Father Dec.

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy Rom, Happy  
Cadet Friend, Former Enemy

Term 1 Friend, Relative  
2 -  
3 Lose 1kcr  
4 Enemy, Childhood Rival hates me  
5 -  
6  
7  
8  
9  
10

Areas of Improvement  
Skills Attribute  
1 Chemistry CHA  
2 Enviosuit Op  
3 Med, Tellarite

Awards and Honors  
Cadet -

Term 1 Gold Palms, SF Citation for Gallantry  
2 Gold Palms, SF Citation for Gallantry  
3 -  
4 -  
5 -  
6  
7  
8  
9  
10

History and Notes

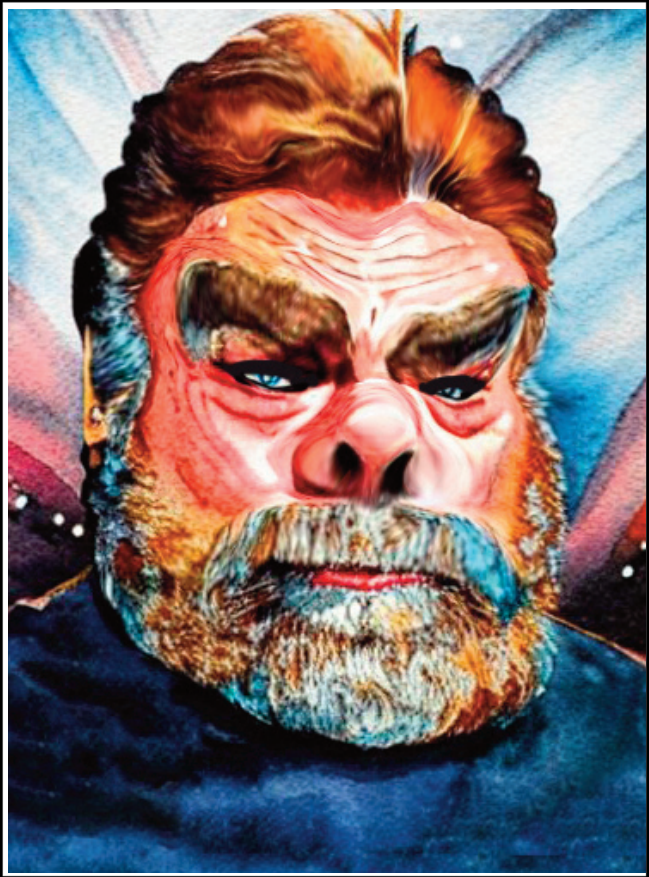
If Renda is known for anything, it's consistency.

An all-around, highly skilled nurse, you're just as likely to find her in the botanical garden or dance studio -if not practicing towards her doctoral license in Tellarite and Human Medicine.

Dreams and Direction

On completing her Associate's in Chemistry and Enviosuit Operations, Renda is firmly set to achieving her Doctor's licenses.

With these achieved, it's on to nursing degrees in Vulcan and Caitian to be the best all-around Medic in all of Starfleet.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st				Efficiency
2nd				
3rd				
4th				
5th				
6th				
7th				
8th				
9th				
10th				

NAME RENDA SPEN AGE 42  
 SPECIES P.O.B. SEX F  
 TELLARITE WALL HT 5'8  
 RANK LT. J.G. WT 200  
 BRANCH MED MINOR SEC HAIR SAND  
 ASSIGNMENT R.N. EYES BLUE  
 D.O.B.



LT. J.G. RENDA SPEN, R.N.

23070101

Personal/Family Notes	CREDITS 13kcr
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Awards, Honorifics and Notes
Cadet Cruise -
1 AV SF Citation for Gallantry, Gold Palms, SB#23
2 AV SF Citation for Gallantry, Gold Palms
3 AV -
4 AV -
5 AV -/ SB#8
6 Current, just starting term
7
8
9
10

STR 64	END 71	INT 80	DEX 80	CHA 55	COOL 50	LUC 43	PSI 14
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FOOLIES <small>Tellarites -15</small> (CHA+COOL)/2 round down 37	PERCEPTION (INT+LUC)/2 round down 61	FOCUS (INT+COOL)/2 round down 65	PERSEVERANCE (END+LUC)/2 round down 57	(INT+LUC)/2 round down 61
--	--	--	--	------------------------------

Administration . . . 55	Demolitions . . . . .	Medicine . . . . . Tellarite. 30	ST Sensors . . . . . 15
Anthrop . . . . .	Disguise . . . . .	Human. 30	ST Services . . . . .
. . . . .	Ecology . . . . . 25	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . . 10	Negot/Diplomacy. 20	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . . 23	Oceanography . . . . . 25	Stealth/Hide . . . . .
. . . . .	Federation History . . . . . 10	Pers Wpn Tech . . . . .	Streetwise . . . . . 36
Art . . . . . Dance. 30	Federation Law . . . . . 32	Philosophy . . . . .	Survival . . . . . Desert. 10
. . . . .	Forgery . . . . .	. . . . .	. . . . .
Astron/Atrophys . . . 10	Gaming . . . . .	Physics . . . . . 25	Track/Evade. . . . .
Biology . . . . . 25	Gambling . . . . .	Psych . . . . . Tellarites. 35	Trade & Commerce. . . . .
Botany . . . . . 44	Geology . . . . .	. . . . .	Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech. . . . .	Scrounge . . . . .	Transporter Tech. . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . . 28	. . . . .	Shuttle Pilot . . . . . 27	. . . . .
Chemistry . . . . . 20	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat	Instruction . . . . . 20	Sm Equip Tech. . . . . 35	Vehicle Op . . . . . Aero. 5
Archaic . . . . .	Interrogation . . . . . 18	Sm Unit Tactics . . . . . 10	. . . . .
Axe Armed . . . . . 15	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . . 25	Lang . . . . . Human. 18	. . . . .	Zoology . . . . . 25
Modern . . . . . 25	. . . . .	ST Cbt Tac/Str. . . . .	Med, Vulcan. 15
Computer Op . . . . . 10	Law . . . . .	ST Comm Proc . . . . .	Med, Caitian. 15
Computer Tech . . . . . 15	. . . . .	ST Comm Tech . . . . .	. . . . .
Culture . . . . .	Leadership . . . . . 20	ST Engineering . . . . .	. . . . .
. . . . .	Life Support Tech . . . . . 30	ST Helm . . . . .	. . . . .
Dmg Ctrl Proc . . . . . 25	Materials Science. . . . .	ST Navigation . . . . .	. . . . .
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . . 30	. . . . .



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	43	PSI Vector	49	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool	NATURAL	
		SAVE (END/2 rd)						35		
		SAVE (END/4 rd)	17	BARE HAND DAMAGE... 1d10+3			TO HIT TABLE			
		UNC (END/10 rd)	7	WEAPON DAMAGE			(SKILL + DEX) / 2 = TOHIT DMG Modern..... 25 ..... 80 ..... 52 ... PER SETTING H-T-H..... 25 ..... 80 ..... 52 ... 1d10+4 Axe ..... 15 ..... 80 ..... 42 ... 4d10+13			
1	SAVES	SKILL BONUS..... + 1			TOTAL..... = 1d10+4					
2		STR BONUS..... + 3			SKILL BONUS..... + 0					
3		TOTAL..... = 3								
4		<b>Action Point Table</b> <i>A Opportunity Action</i> <b>Position Change</b> Turn in Place 1 Stand-to-Sit or reverse 1 Stand-to-Kneel or reverse 1 Kneel-to-Prone or reverse 1								
5		<b>Movement</b> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP								
6		<b>Equipment and Weapon Use</b> Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick-Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2								
7		<b>Combat and Emergency Evasion</b> Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive to Prone 2 Dive Roll 4 Flying Tackle min. 4								
8		<b>Terrain Modifiers</b> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP								
9		<b>To-Hit Modifiers</b> <b>Target Modifiers</b> <b>Dice Mod</b> <b>Range</b> Point-Blank -15 Short 0 Medium +15 Long +30 Extreme +45 <b>Size</b> Very Small +30 Small +15 Man-size 0 Large -15 Specific Location +15 <b>Position</b> Standing 0 Crouched +5 Prone -10 <b>Concealment</b> ≤ 1/3 0 1/3 - 2/3 +10 2/3 ≥ +30 or more <b>Movement</b> Stationary -15 Moving 0 Running +5								
10		<b>Attacker Modifiers</b> <b>Aiming</b> Aimed Shot -25 Snapshot 0 Quick-Draw/Shoot +25 Wrong-Hand +20 Simultaneous Attacks +10 each <b>Movement</b> Stationary 0 Moving +5 Running +15 Evading +30								
11		<b>Vulcan Nerve Pinch</b> Target is: <b>Die Mod</b> Totally Unawares -30 Surprised or Distracted -20 Alert and Aware +20 Aware of the Technique +40								
12										

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	RENDA SPEN	AGE	42	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. Botany, E	
TELLARITE	WALL	HT	5'8	INT	B	2. LS Tech, F	
BRANCH	MED, MINOR SEC	WT	200	DEX	B	3. Psy, Tell, F	
RANK	LT. J.G.	HAIR	SAND	CHA	D	4. SmEqTech, F	
CURRENT ASSIGNMENT		EYES	BLUE	COOL	D	5. SWise, F	
		D.O.B.		LUC	D	...	
				PSI	G	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team Certified?	Y/N

23010101



## Service Record

### Honors

SF Citation for Gallantry  
SF Citation for Gallantry  
Gold Palms  
Gold Palms



### Assignments

17 Years Served

Cadet Mil  
Term 1 Starbase#23, 1  
Term 2 Exp, 3  
Term 3 Col, 3  
Term 4 Mil, 4  
Term 5 SB#8, 5  
Term 6 Current, 1, just starting term  
Term 7  
Term 8  
Term 9  
Term 10



Name DREW BARRYMAN

Personal Notes and Lifepath

Family  
Homeworld: Sm Colony, est51yrs, O-A, T-Form

Family Scientists, Okay

Parents: Both Dec. Raised by Relations

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N	YO/T	Ht / Dis / N / Lk / L	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy -

Cadet 1 Illness! Lasting effects?  
2 Call on Friendly Locals for Favor  
3 -

Term 1 Friend, Colleague  
2 -  
3  
4  
5  
6  
7  
8  
9  
10

Awards and Honors

Cadet - /- /- Grad w/ High Honors

Term 1 -  
2 -  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

Born 5th of six, Drew never knew his parents before their death by Materializer accident during the late stages of the Four Years War.

Perhaps it was that which set him on the diagnostic path of understanding and into pathology and lab work,

Dreams and Direction

Table-top games are a good past time, but any chance to hop on a grav sled track is all too rare.

Starfleet has been steady work and allowed him to visit siblings every few years as he or they travel about.



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
				Efficiency
1st				3 AV -
2nd				3 AV -
3rd				1 Current, End of term
4th				
5th				
6th				
7th				
8th				
9th				
10th				

NAME DREW BARRYMAN AGE 32  
 SPECIES HUMAN P.O.B. MORALLIA V SEX M  
 RANK LT. J.G. HT 6'0  
 BRANCH MEDICAL WT 180  
 ASSIGNMENT LAB TECH HAIR BLACK  
 EYES BROWN  
 D.O.B.



LT. J.G. DREW BARRYMAN, LAB TECH

Personal/Family Notes	CREDITS 9kcr
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Awards, Honorifics and Notes
Cadet Cruise - / - / - Grad w/ High Honors/ SB#21, SB#20

STR 61	END 70	INT 70	DEX 60	CHA 60	COOL 70	LUC 44	PSI 35
FOOLIES (CHA+COOL)/2 round down 65	PERCEPTION (INT+LUC)/2 round down 57	FOCUS (INT+COOL)/2 round down 70	PERSEVERANCE (END+LUC)/2 round down 57	(INT+LUC)/2 round down 57			

Administration . . . 42	Demolitions . . . . .	Medicine Human . 20	ST Sensors . . . . . 45
Anthrop Runes . 30	Disguise . . . . .	Andorian . 15	ST Services . . . . .
	Ecology . . . . . 35	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . 50	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . 20	Oceanography . . . 20	Stealth/Hide . . . . .
	Federation History . 10	Pers Wpn Tech . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . 10	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . 10	Gaming . . . . . 22	Physics . . . . . 20	Track/Evade . . . . .
Biology . . . . . 25	Gambling . . . . .	Psych Human . 10	Trade & Commerce . . . . .
Botany . . . . .	Geology . . . . .	Klingon . 10	Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .		Shuttle Pilot . . . . .	
Chemistry . . . . . 30	Holotechnology . . .	Shuttle Sys Tech . .	Variable-G Ops . . . . .
Combat	Instruction . . . . . 31	Sm Equip Tech . . . 20	Vehicle Op Grav . 20
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . .	
Sword Armed . . . 10	Intimidate . . . . .	Sports Grav Sled . 18	Warp Drive Tech . . . . .
H-T-H . . . . . 15	Lang Klingon . 10		Zoology . . . . . 10
Modern . . . . . 15		ST Cbt Tac/Str . . .	Med, Klingon . 20
Computer Op . . . 10	Law . . . . .	ST Comm Proc . . .	
Computer Tech . . .		ST Comm Tech . . .	
Culture Klingon . 10	Leadership . . . . . 10	ST Engineering . . .	
	Life Support Tech . 40	ST Helm . . . . .	
Dmg Ctrl Proc . . . 10	Materials Science . .	ST Navigation . . . .	
Def Shield Tech . .	Mechanics . . . . .	ST Security . . . . . 10	



1

2

3

4

5

6

7

8

9

10

UNCONSCIOUS

SAVES

NATURAL  
70

CURRENT

SAVE  
(END/2 rd)  
35

SAVE  
(END/4 rd)  
17

UNC  
(END/10 rd)  
7

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

44

NATURAL

PSI Vector

55

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3

SKILL BONUS.....+ 0

TOTAL.....= 1d10+3

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 0

TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 15 ..... 60 ..... 37 ...PER SETTING

H-T-H..... 15 ..... 60 ..... 37 ... 1d10+3

Sword .. 10 ..... 60 ..... 35 ... 4d10+3

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

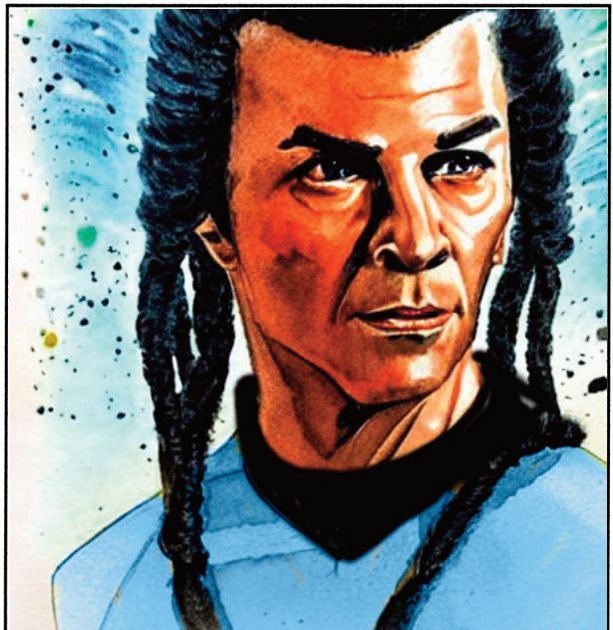
NAME DREW BARRYMAN		AGE 32	STR <b>D</b>	<b>Top Skills</b> 1. N/Diplo, D 2. ST Sensors, E 3. LS Tech, E 4. Ecology, F 5. Instr, F ...
SPECIES	P.O.B.	SEX M	END <b>C</b>	
HUMAN	MORALLIA V	HT 6'0	INT <b>C</b>	
BRANCH		WT 180	DEX <b>D</b>	
	MEDICAL	HAIR BLACK	CHA <b>D</b>	
RANK	LT. J.G.	EYES BROWN	COOL <b>C</b>	Dept Y/ <input type="radio"/> N Head <input type="radio"/> N
CURRENT ASSIGNMENT		D.O.B.	LUC <b>E</b>	Cmd Y/ <input type="radio"/> N School <input type="radio"/> N
LAB TECH,			PSI <b>F</b>	Contact Team Y/ <input type="radio"/> F Certified? <input type="radio"/> N

23010101



### Service Record

**Honors**  
 Grad w/ High Honors



**Assignments** 6+ Years Served

Cadet 1: SB#21, 2: SB#20, 3: Exp

Term 1 Col, 3

Term 2 Merch, 3

Term 3 Current, 1, end of term

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10



Family  
Homeworld: Major colony, 8yrs est.

Family           Starfleet, Okay

Parents:        Father Dec.

Childhood:    Starfleet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy       Rom, Happy  
Cadet         Friend, Relative

Term       1   Rom, Prob, I am insane-Jealous  
             2  
             3  
             4  
             5  
             6  
             7  
             8  
             9  
             10

History and Notes

With several intense personal problems, Oswejjo may wash out of Starfleet sooner than later.

With this term's performance evaluations pending, colleagues all hope for the best.

Dreams and Direction

The Academy seemed like a great idea, but earning a Reprimand at Starbase 20 was a blow. That affair in Colonization soon after was a calamity to top things off.

So close to Doctor's license, maybe drop Starfleet and take up on one of those planets somewhere where things are simpler.

Which direction to go?

Areas of Improvement	
Skills	Attribute
1 Enviosuit	END
2 Botany	
3 Cbt, HTH	

Awards and Honors  
Cadet           REPRIMAND!

Term       1 -  
             2  
             3  
             4  
             5  
             6  
             7  
             8  
             9  
             10



# STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR
CADET CRUISE							
1st							
2nd							
3rd							
4th							
5th							
6th							
ACTIVE DUTY							
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							

Passed Honors High Honors

NAME OSWEJJO SILLAMUN AGE 32  
 SPECIES HUMAN P.O.B. BORIGRIS SEX M  
 RANK ENSIGN WT 135  
 BRANCH MEDICAL HAIR BLACK  
 ASSIGNMENT LAB TECH EYES BLUE  
 D.O.B.



ENSIGN OSWEJJO SILLAMUN, LAB TECH

Personal/Family Notes

CREDITS 2.5kcr

Awards, Honorifics and Notes

Cadet Cruise REPRIMAND!, SB#20

Efficiency 4 PO -

Current, 5th year in

STR 59	END 59	INT 70	DEX 62	CHA 65	COOL 60	LUC 33	PSI 38
--------	--------	--------	--------	--------	---------	--------	--------

FOOLIES (CHA+COOL)/2 round down 62	PERCEPTION (INT+LUC)/2 round down 51	FOCUS (INT+COOL)/2 round down 65	PERSEVERANCE (END+LUC)/2 round down 46	(INT+LUC)/2 round down 51
------------------------------------	--------------------------------------	----------------------------------	--	---------------------------

Administration . . . 30	Demolitions . . . . .	Medicine Human. 30	ST Sensors . . . . . 25
Anthrop . . . . .	Disguise . . . . .	Vulcan. 20	ST Services . . . . .
. . . . .	Ecology . . . . .	Meteorology . . . 15	ST Weapon Ops . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy. 10	ST Weapons Tech . . .
Archaeo . . . . .	Enviosuit Ops . . . 20	Oceanography . . . 10	Stealth/Hide . . . .
. . . . .	Federation History . 10	Pers Wpn Tech . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . 27	Philosophy . . . . .	Survival . . . . .
. . . . .	Forgery . . . . .	. . . . .	. . . . .
Astron/Atrophys . . 10	Gaming . . . . .	Physics . . . . .	Track/Evade. . . . .
Biology . . . . . 25	Gambling . . . . .	Psych Human. 30	Trade & Commerce. . .
Botany . . . . . 22	Geology . . . . . 15	. . . . .	Transporter Ops . . .
Bribery . . . . .	Hvy Wpns Op/Tech . .	Scrounge . . . . .	Transporter Tech. . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . . 20	. . . . .	Shuttle Pilot . . . .	. . . . .
Chemistry . . . . . 35	Holotechnology . . .	Shuttle Sys Tech . .	Variable-G Ops . . .
Combat . . . . .	Instruction . . . . . 10	Sm Equip Tech. . . 20	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . .	Sm Unit Tactics . . .	. . . . .
Club Armed . . . . 10	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . .
H-T-H . . . . . 15	Lang Caitian. 10	. . . . .	Zoology . . . . . 10
Modern . . . . . 25	. . . . .	ST Cbt Tac/Str. . . .	. . . . .
Computer Op . . . . 20	Law . . . . .	ST Comm Proc . . . .	. . . . .
Computer Tech . . .	. . . . .	ST Comm Tech . . . .	. . . . .
Culture . . . . .	Leadership . . . . . 10	ST Engineering . . . .	. . . . .
. . . . .	Life Support Tech . 20	ST Helm . . . . .	. . . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation . . . .	. . . . .
Def Shield Tech . .	Mechanics . . . . .	ST Security . . . . . 10	. . . . .



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	33	PSI Vector	57	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool NATURAL		
		SAVE (END/2 rd)								
		SAVE (END/4 rd)	14	BARE HAND DAMAGE... 1d10+3		TO HIT TABLE				
		UNC (END/10 rd)	5	WEAPON DAMAGE		Modern..... 25 ..... 62 ..... 43 ...PER SETTING				
1	SAVES	SKILL BONUS.....+ 0		(SKILL + DEX)/2=TOHIT DMG		H-T-H..... 15 ..... 62 ..... 38 ... 1d10+3				
2		TOTAL.....= 1d10+3		Club .. 10 ..... 62 ..... 36 ... 2d10+2						
3		STR BONUS.....+ 2								
4		SKILL BONUS.....+ 0								
5		TOTAL.....= 2								
6		Action Point Table		A Opportunity Action						
7		Position Change								
8		Movement								
9		Equipment and Weapon Use								
10		Combat and Emergency Evasion								
	Terrain Modifiers									

### Action Point Table

*A Opportunity Action*

*Position Change*

- Turn in Place 1
- Stand-to-Sit or reverse 1
- Stand-to-Kneel or reverse 1
- Kneel-to-Prone or reverse 1

### Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

### Equipment and Weapon Use

- Short Communication 1
- Draw and Ready Device 2
- Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- Quick-Draw and Fire 3
- Fire Ready Weapon 1
- Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

### Combat and Emergency Evasion

- Attack min. 3
- Parry/Defend min. 2
- Dodge min. 3
- Duck Thrown Weapon 2
- Hide in Same Square 1
- Hide in Adjacent Square 4
- Roll Sideways 2
- Drop-to-Ready 1
- Drop-to-Prone 0
- Dive to Prone 2
- Dive Roll 4
- Flying Tackle min. 4

### Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

### To-Hit Modifiers

#### Target Modifiers

Range

- Point-Blank -15
- Short 0
- Medium +15
- Long +30
- Extreme +45

#### Size

- Very Small +30
- Small +15
- Man-size 0
- Large -15
- Specific Location +15

#### Position

- Standing 0
- Crouched +5
- Prone -10

#### Concealment

- ≤ 1/3 0
- 1/3 - 2/3 +10
- 2/3 ≥ +30 or more

#### Movement

- Stationary -15
- Moving 0
- Running +5

#### Attacker Modifiers

##### Aiming

- Aimed Shot -25
- Snapshot 0
- Quick-Draw/Shoot +25
- Wrong-Hand +20
- Simultaneous Attacks +10 each

##### Movement

- Stationary 0
- Moving +5
- Running +15
- Evading +30

#### Vulcan Nerve Pinch

Target is: Die Mod

- Totally Unawares -30
- Surprised or Distracted -20
- Alert and Aware +20
- Aware of the Technique +40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

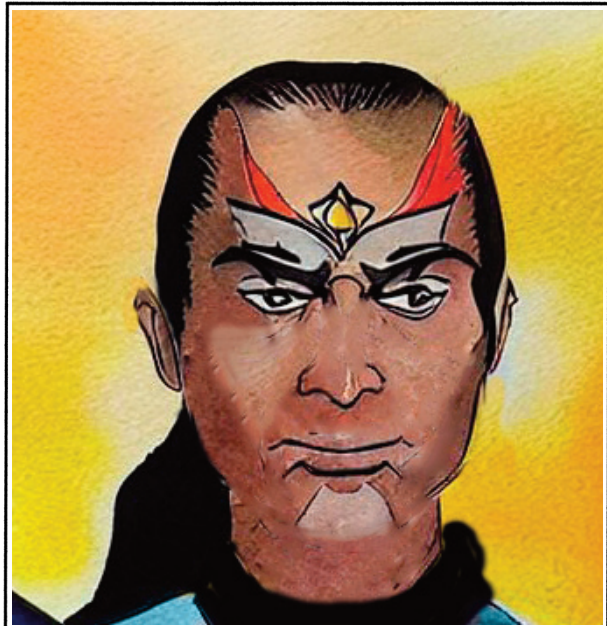
NAME OSWEJJO SILLAMUN		AGE 32	STR <b>D</b>	<b>Top Skills</b> 1. Chemistry, F 2. Biology, F 3. ST Sensors, F 4. Fed Law, F 5. Enviosuit, G ...
SPECIES	P.O.B.	SEX M	END <b>D</b>	
HUMAN	BORIGRIS	HT 5'6	INT <b>C</b>	
BRANCH		WT 135	DEX <b>D</b>	
	MEDICAL	HAIR BLACK	CHA <b>D</b>	
RANK	ENSIGN	EYES BLUE	COOL <b>D</b>	Dept Head <input checked="" type="radio"/> Y <input type="radio"/> N         Cmd School <input checked="" type="radio"/> Y <input type="radio"/> N
CURRENT ASSIGNMENT		D.O.B.	LUC <b>F</b>	Contact Team Y <input checked="" type="radio"/> F <input type="radio"/> N
LAB TECH,			PSI <b>F</b>	Certified? <input checked="" type="radio"/> Y <input type="radio"/> N

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## Service Record

**Honors**  
 REPRIMAND!



**Assignments** 4+ Years Served

Cadet Starbase 20

Term 1 Col, 4

Term 2 Current, 5, 5th year in

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10



Name ERIXX JESXTX

Personal Notes and Lifepath

Family  
Homeworld: Edo

Family Common, lost all to betrayal

Parents: Both killed by war

Childhood: Military Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath  
Academy -  
Cadet Rom, Happy

Term 1 Rom, Happy  
2 Headache: Ruffled Feathers  
3  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement  
Skills Attribute  
1 Enviosuit Op COOL  
2 Botany  
3 Biology

Awards and Honors  
Cadet -

Term 1 Silver Palms  
2 Commendation  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

These few years in Starfleet have been very rewarding, being awarded Silver Palms for single-handedly maintaining a lab while all others were struck down by disease, to a commendation for procedural innovations that improved supply lines and quality of care.

Dreams and Direction

Starbase 27 duty was particularly pleasant for the two years of stable living, large social scene a planetary surface offers over starship living. This, despite the ruffled feathers of a department head who's reasonings Erixx may never understand.

Another long term Starbase assignment would be ideal!



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME	ERIXX JESXTX	AGE	40
SPECIES	P.O.B.	SEX	F
EDOAN	EDO	HT	5'4
RANK	ENSIGN	WT	120
BRANCH	MEDICAL	HAIR	-
ASSIGNMENT	LAB TECH	EYES	HAZEL
		D.O.B.	



ENSIGN ERIXX JESXTX, LAB TECH

23070101

Personal/Family Notes	CREDITS 2.5kcr
-----------------------	-------------------

Awards, Honorifics and Notes
Efficiency
Cadet Cruise
3 AV Silver Palms
2 AV Commendation, SB#27
3 Current, 2yrs in

STR	58	END	55	INT	60	DEX	75	CHA	61	COOL	48	LUC	09	PSI	01
FOOLIES (CHA+COOL)/2 round down	54	PERCEPTION (INT+LUC)/2 round down	34	FOCUS (INT+COOL)/2 round down	54	Edoans -05 PERSEVERENCE (END+LUC)/2 round down	28	Edoans -05 (INT+LUC)/2 round down	29						

Administration . . . . .25	Demolitions . . . . .	Medicine Edoan . . . . .20	ST Sensors . . . . .15
Anthrop . . . . .	Disguise . . . . .	Human . . . . .20	ST Services . . . . .
Appraisal . . . . .	Ecology . . . . .25	Meteorology . . . . .	ST Weapon Ops . . . . .
Archaeo . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .10	ST Weapons Tech . . . . .
Art . . . . .	Enviosuit Ops . . . . .20	Oceanography . . . . .15	Stealth/Hide . . . . .
Astron/Atrophys . . . . .10	Federation History . . . . .10	Pers Wpn Tech . . . . .	Streetwise . . . . .42
Biology . . . . .38	Federation Law . . . . .10	Philosophy . . . . .	Survival . . . . .
Botany . . . . .20	Forgery . . . . .	Physics . . . . .	Track/Evade . . . . .
Bribery . . . . .	Gaming . . . . .28	Psych Human . . . . .30	Trade & Commerce . . . . .
Burglary . . . . .	Gambling . . . . .	Scrounge . . . . .	Transporter Ops . . . . .
Carousing . . . . .26	Geology . . . . .30	Seduction . . . . .	Transporter Tech . . . . .
Chemistry . . . . .25	Hvy Wpns Op/Tech . . . . .	Shuttle Pilot . . . . .	Trivia . . . . .
Combat	History . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Archaic . . . . .	Holotechnology . . . . .	Sm Equip Tech . . . . .25	Vehicle Op . . . . .
Staff Armed . . . . .10	Instruction . . . . .10	Sm Unit Tactics . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . .15	Interrogation . . . . .	Sports . . . . .	Zoology . . . . .
Modern . . . . .25	Intimidate . . . . .	ST Cbt Tac/Str . . . . .	Medicine Vulcan . . . . .15
Computer Op . . . . .20	Lang . . . . .	ST Comm Proc . . . . .	Caitian . . . . .10
Computer Tech . . . . .	Law Edoan . . . . .10	ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . .10	ST Engineering . . . . .	
Dmg Ctrl Proc . . . . .10	Life Support Tech . . . . .35	ST Helm . . . . .	
Def Shield Tech . . . . .	Materials Science . . . . .	ST Navigation . . . . .	
	Mechanics . . . . .	ST Security . . . . .10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool 09 NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
		55	ATTRIBUTE FATIGUE EFFECTS				44	
		CURRENT					PSI Pool	
		SAVE (END/2 rd)						
		27						
4	SAVE (END/4 rd)	13	BARE HAND DAMAGE... 1d10+3			TO HIT TABLE		
5	UNC (END/10 rd)	5	WEAPON DAMAGE			(SKILL + DEX) / 2 = TOHIT DMG Modern..... 25 ..... 75 ..... 50 ... PER SETTING H-T-H..... 15 ..... 75 ..... 45 ... 1d10+3 Staff .. 10 ..... 75 ..... 42 ... 3d10+2		
6	SKILL BONUS.....+ 0 TOTAL.....= 1d10+3			STR BONUS.....+ 2 SKILL BONUS.....+ 0 TOTAL.....= 2				
7	<b>Action Point Table</b> <i>A Opportunity Action</i> <i>Position Change</i> Turn in Place 1 Stand-to-Sit or reverse 1 Stand-to-Kneel or reverse 1 Kneel-to-Prone or reverse 1							
8	<i>Movement</i> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP							
9	<i>Equipment and Weapon Use</i> Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick-Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2							
10	<i>Combat and Emergency Evasion</i> Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive to Prone 2 Dive Roll 4 Flying Tackle min. 4							
11	<i>Terrain Modifiers</i> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP							
12								
13								

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# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ERIXX JESXTX	AGE	40	STR	<b>D</b>	<u>Top Skills</u> 1. SWise, E 2. Biology, F 3. LS Tech, F 4. Ecology, F 5. Med, Edo, F ...			
SPECIES	P.O.B.	SEX	F	END	<b>D</b>				
EDOAN	EDO	HT	5'4	INT	<b>D</b>				
BRANCH	MEDICAL	WT	120	DEX	<b>C</b>				
RANK	ENSIGN	HAIR	-	CHA	<b>D</b>				
CURRENT ASSIGNMENT	LAB TECH,	EYES	HAZEL	COOL	<b>E</b>	Dept Head	Y/ <input checked="" type="radio"/> N	Cmd School	Y/ <input checked="" type="radio"/> N
		D.O.B.		LUC	<b>H</b>	Contact Team Y/ Certified? <input checked="" type="radio"/> F			
				PSI	<b>H</b>				

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## Service Record

Honors  
 Silver Palms  
 Commendation



Assignments      5+ Years Served

Cadet    Mil  
 Term 1   Mil, 3  
 Term 2   SB##27, 2  
 Term 3   Current, 3, 2yrs in  
 Term 4  
 Term 5  
 Term 6  
 Term 7  
 Term 8  
 Term 9  
 Term 10



Family

Homeworld: Cait

Family Planetary Leaders, Okay

Parents: Both Dec. Gave to Adoption

Childhood: Utopia

Areas of Improvement	
Skills	Attribute
1 Ecology	END
2 Chemistry	
3 LS Tech	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Awards and Honors

Cadet - / - / -

Lifepath

Academy

Cadet

1 -

2 Rom, Happy

3 Betrayed, Trusted Ally Turns

Term

1 Trainer: +4 DEX

2 Rom, Fast

3 En: SB Staff, hate them, foiled plans

4

5

6

7

8

9

10

Term

1 -

2 -

3 -

4

5

6

7

8

9

10

History and Notes

While the sociality and travel have been good, it's easy to burn out when assigned to the same thing for too long. As for a lot of folk, it can take some time to find your best fit in the Fleet.

Dreams and Direction

There certainly isn't a better way to get the exceptionally rounded experience that Starfleet provides, so little point to looking elsewhere.

And having never really had a home, the semi-nomadic life is well suited to such a loner.

But who's alone when you've got a Bachelor's in Fun?



# STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
ACTIVE DUTY	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	STARSHIP	EXPLOSION	MILITARY	COLONIZATION

NAME	FRIYINX BRRRERR	AGE	29
SPECIES	CAITIAN	SEX	M
P.O.B.	CAIT	HT	5'6
RANK	ENSIGN	WT	150
BRANCH	MEDICAL	HAIR	GRAY
ASSIGNMENT	LAB TECH	EYES	YELLOW
		D.O.B.	



ENSIGN FRIYINX BRRRERR, LAB TECH

Personal/Family Notes	CREDITS 8kcr
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Awards, Honorifics and Notes
Cadet Cruise - / - / -

STR	58	END	65	INT	70	DEX	80	CHA	66	COOL	71	LUC	22	PSI	01
FOOLIES (CHA+COOL)/2 round down		68		PERCEPTION (INT+LUC)/2 round down		51		FOCUS (INT+COOL)/2 round down		70		PERSEVERANCE (END+LUC)/2 round down		43	

Administration . . . . . 34	Demolitions . . . . .	Medicine Caitian . . . . . 15	ST Sensors . . . . . 15
Anthrop . . . . .	Disguise . . . . .	Human . . . . . 15	ST Services . . . . .
Appraisal . . . . .	Ecology . . . . . 20	Meteorology . . . . .	ST Weapon Ops . . . . .
Archaeo Caitian . . . . . 20	Electronics . . . . .	Negot/Diplomacy . . . . . 10	ST Weapons Tech . . . . .
Art . . . . .	Enviosuit Ops . . . . . 10	Oceanography . . . . . 20	Stealth/Hide . . . . .
Art Painting . . . . . 15	Federation History . . . . . 10	Pers Wpn Tech . . . . .	Streetwise . . . . .
Astron/Atrophys . . . . . 10	Federation Law . . . . . 10	Philosophy . . . . .	Survival . . . . .
Biology . . . . . 25	Forgery . . . . .	Physics . . . . .	Track/Evade . . . . .
Botany . . . . . 30	Gaming . . . . .	Psych Caitian . . . . . 30	Trade & Commerce . . . . .
Bribery . . . . .	Gambling . . . . .		Transporter Ops . . . . .
Burglary . . . . .	Geology . . . . . 20		Transporter Tech . . . . .
Carousing . . . . . 40	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Trivia . . . . .
Chemistry . . . . . 29	History . . . . .	Seduction . . . . .	Variable-G Ops . . . . .
Combat	Holotechnology . . . . .	Shuttle Pilot . . . . .	Vehicle Op . . . . .
Archaic . . . . .	Instruction . . . . . 27	Shuttle Sys Tech . . . . .	
Staff Armed . . . . . 10	Interrogation . . . . .	Sm Equip Tech . . . . . 10	
H-T-H . . . . . 15	Intimidate . . . . .	Sm Unit Tactics . . . . .	
Modern . . . . . 25	Lang Human . . . . . 20	Sports Laser Tag . . . . . 15	Warp Drive Tech . . . . .
Computer Op . . . . . 20			Zoology . . . . . 30
Computer Tech . . . . .		ST Cbt Tac/Str . . . . .	Med, Andorian . . . . . 15
Culture Human . . . . . 26	Leadership . . . . . 10	ST Comm Proc . . . . .	Med, Vulcan . . . . . 15
Dmg Ctrl Proc . . . . . 10	Life Support Tech . . . . . 20	ST Comm Tech . . . . .	
Def Shield Tech . . . . .	Materials Science . . . . .	ST Engineering . . . . .	
	Mechanics . . . . .	ST Helm . . . . .	
		ST Navigation . . . . .	
		ST Security . . . . . 10	



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC	22	PSI Vector	rd ((INT+CHA+PSI)/3)
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL	PSI Pool	NATURAL	
		SAVE (END/2 rd)							
		32							
		SAVE (END/4 rd)							
4	16	SKILL BONUS.....+ 0	(SKILL + DEX)/2=TOHIT DMG						
5	UNC (END/10 rd)	6	WEAPON DAMAGE	Modern..... 25 ..... 80 ..... 52 ...PER SETTING					
6			STR BONUS.....+ 2	H-T-H..... 15 ..... 80 ..... 47 ... 1d10+3					
7			SKILL BONUS.....+ 0	Staff .. 10 ..... 80 ..... 45 ... 3d10+2					
8			TOTAL.....= 1						
9									
10									
11									
12									

Action Point Table		A Opportunity Action	
Position Change			
▲ Turn in Place	1		
Stand-to-Sit or reverse	1		
▲ Stand-to-Kneel or reverse	1		
▲ Kneel-to-Prone or reverse	1		
Movement			
Walk 1sq orthogonal	1		
diagonal	1.5		
Evade 1sq orthogonal	2		
diagonal	3		
Crawl 1sq orthogonal	2		
diagonal	3		
Run for full Turn	1/2 all AP		
Climb Stairs or Ladder	2x AP		
Climb Rope	3x AP		
Swim	2x AP		
Equipment and Weapon Use			
▲ Short Communication	1		
Draw and Ready Device	2		
▲ Operate Familiar Device	2		
Draw and Ready Weapon	2		
Aim Weapon	2		
▲ Quick-Draw and Fire	3		
▲ Fire Ready Weapon	1		
▲ Throw Ready Weapon	1		
Adjust Weapon Settings	2		
Reload Weapon	2		
Combat and Emergency Evasion			
▲ Attack	min. 3		
▲ Parry/Defend	min. 2		
▲ Dodge	min. 3		
▲ Duck Thrown Weapon	2		
▲ Hide in Same Square	1		
▲ Hide in Adjacent Square	4		
▲ Roll Sideways	2		
▲ Drop-to-Ready	1		
▲ Drop-to-Prone	0		
▲ Dive to Prone	2		
▲ Dive Roll	4		
Flying Tackle	min. 4		
Terrain Modifiers			
Clear, Road or Path	1x AP		
Hills, Light Vegetation	2x AP		
Swampy, Rocky, Hvy Veg	3x AP		
Cliffs, Rough Terrain	2x - 4x AP		

To-Hit Modifiers	
Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME FRIYINX BRRRERR		AGE 29	STR <b>D</b>	<b>Top Skills</b> 1. Carousing, E 2. Zoology, F 3. Botany, F 4. Biology, F 5. Inst, F ...
SPECIES	P.O.B.	SEX M	END <b>D</b>	
CAITIAN	CAIT	HT 5'6	INT <b>C</b>	
BRANCH		WT 150	DEX <b>B</b>	
	MEDICAL	HAIR GRAY	CHA <b>D</b>	
RANK	ENSIGN	EYES YELLOW	COOL <b>C</b>	Dept Y/ <input checked="" type="radio"/> N Head <input checked="" type="radio"/> N
CURRENT ASSIGNMENT		D.O.B.	LUC <b>G</b>	Cmd Y/ <input checked="" type="radio"/> N School <input checked="" type="radio"/> N
LAB TECH,			PSI <b>H</b>	Contact Team Y/ <input checked="" type="radio"/> F Certified? <input checked="" type="radio"/> N

23010101



## Service Record

<b>Honors</b> -
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<b>Assignments</b>	6+ Years Served
Cadet Term 1 Col, 2 Term 2 Col, 3 Term 3 Merch, 1 Term 4 Current, 2, just starting Term 5 Term 6 Term 7 Term 8 Term 9 Term 10	



Name AORN SORVEX

Personal Notes and Lifepath

Family

Homeworld: Sm, Rsrch St. 8yrs est OA Nat

Family Famous, I inherited debt

Parents: Both Alive

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend, Mentor

Cadet 1 -

2 Rom, Happy

Term 1 En: Pl.Off., Mutual, Ihurt them:Scratch

2 Friend, Former Lover

3

4

5

6

7

8

9

10

History and Notes

That the visiting dignitary stood where he did was not Aorn's fault. That they both blundered into the accident was regrettable, but unavoidable. That drudgery was inflicted every day of the next four years for it, Aorn took it in stride.

Indeed, Aorn's Exemplary service the next term shows what a new commander and a new outlook can do.

Dreams and Direction

Hoping for a transfer to an anthropological research team, Aorn can simultaneously bask in his hobby while being paid for his day job.

With six years as an Academy Instructor, it's hard to envision getting used to constant space travel the other Divisional Commands not only offer, but compel.

Getting from one place to another is good, but never having a place to be, cannot be.

Areas of Improvement

Skills

Attribute

1 ST Sensors

DEX

2 Botany

3 Negot/Diplo

Awards and Honors

Cadet - / -

Term 1 -

2 Commendation

3

4

5

6

7

8

9

10



NAME	AORN	SORVEX	AGE	33
SPECIES		P.O.B.	SEX	M
	HUMAN	CASTROLLA IX	HT	6'0
RANK		ENSIGN	WT	200
BRANCH		MEDICAL	HAIR	PURP
ASSIGNMENT			EYES	PURP
	LAB TECH		D.O.B.	

93010101

## ENSIGN AORN SURVEX, LAB TECH

[illegible]

Personal/Family Notes				CREDITS 6kcr				
Awards, Honorifics and Notes								
Cadet Cruise								
Foundation								
3rd year in								
58	CHA	56	COOL	62	LUC	41	PSI	05
CUCUS		63	PERSEVERENCE				50	53
T+COOL)/2 round down			(END+LUC)/2 round down		(INT+LUC)/2 round down			

Administration . . . . .	<u>25</u>	Demolitions . . . . .	_____	Medicine Human . . . . .	<u>10</u>	ST Sensors . . . . .	<u>37</u>
Anthrop Human . . . . .	<u>40</u>	Disguise . . . . .	_____	_____ Caitian . . . . .	<u>10</u>	ST Services . . . . .	_____
_____ . . . . .	_____	Ecology . . . . .	_____	Meteorology . . . . .	_____	ST Weapon Ops . . . . .	_____
Appraisal . . . . .	_____	Electronics . . . . .	_____	Negot/Diplomacy . . . . .	<u>20</u>	ST Weapons Tech . . . . .	_____
Archaeo . . . . .	_____	Enviosuit Ops . . . . .	<u>20</u>	Oceanography . . . . .	<u>10</u>	Stealth/Hide . . . . .	_____
_____ . . . . .	_____	Federation History . . . . .	<u>10</u>	Pers Wpn Tech . . . . .	_____	Streetwise . . . . .	_____
Art . . . . .	_____	Federation Law . . . . .	<u>22</u>	Philosophy . . . . .	_____	Survival . . . . .	_____
_____ . . . . .	_____	Forgery . . . . .	_____	_____ . . . . .	_____	_____ . . . . .	_____
Astron/Atrophys . . . . .	<u>10</u>	Gaming . . . . .	_____	Physics . . . . .	_____	Track/Evade . . . . .	_____
Biology . . . . .	<u>25</u>	Gambling . . . . .	_____	Psych Human . . . . .	<u>30</u>	Trade & Commerce . . . . .	_____
Botany . . . . .	<u>20</u>	Geology . . . . .	<u>10</u>	_____ . . . . .	_____	Transporter Ops . . . . .	_____
Bribery . . . . .	_____	Hvy Wpns Op/Tech . . . . .	_____	Scrounge . . . . .	_____	Transporter Tech . . . . .	_____
Burglary . . . . .	_____	History . . . . .	_____	Seduction . . . . .	_____	Trivia . . . . .	_____
Carousing . . . . .	_____	_____ . . . . .	_____	Shuttle Pilot . . . . .	_____	_____ . . . . .	_____
Chemistry . . . . .	<u>40</u>	Holotechnology . . . . .	_____	Shuttle Sys Tech . . . . .	_____	Variable-G Ops . . . . .	_____
Combat . . . . .	_____	Instruction . . . . .	<u>27</u>	Sm Equip Tech . . . . .	<u>20</u>	Vehicle Op Grav . . . . .	<u>11</u>
Archaic . . . . .	_____	Interrogation . . . . .	_____	Sm Unit Tactics . . . . .	_____	_____ . . . . .	_____
Knife Armed . . . . .	<u>10</u>	Intimidate . . . . .	_____	Sports . . . . .	_____	Warp Drive Tech . . . . .	_____
H-T-H . . . . .	<u>15</u>	Lang Vulcan . . . . .	<u>10</u>	_____ . . . . .	_____	Zoology . . . . .	<u>15</u>
Modern . . . . .	<u>25</u>	_____ . . . . .	_____	ST Cbt Tac/Str . . . . .	_____	Med, Vulcan . . . . .	<u>10</u>
Computer Op . . . . .	<u>20</u>	Law . . . . .	_____	ST Comm Proc . . . . .	_____	Med, Edoan . . . . .	<u>10</u>
Computer Tech . . . . .	_____	_____ . . . . .	_____	ST Comm Tech . . . . .	_____	Med, K'Zin . . . . .	<u>10</u>
Culture . . . . .	_____	Leadership . . . . .	<u>10</u>	ST Engineering . . . . .	_____	Med, Klingon . . . . .	<u>10</u>
_____ . . . . .	_____	Life Support Tech . . . . .	<u>30</u>	ST Helm . . . . .	_____	_____ . . . . .	_____
Dmg Ctrl Proc . . . . .	<u>10</u>	Materials Science . . . . .	_____	ST Navigation . . . . .	_____	_____ . . . . .	_____
Def Shield Tech . . . . .	_____	Mechanics . . . . .	_____	ST Security . . . . .	<u>10</u>	_____ . . . . .	_____



ACTION POINTS	UNCONSCIOUS	NATURAL	WOUND	FATIGUE	STUN	LUC Pool	41	PSI Vector	42	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS			NATURAL		PSI Pool	NATURAL	
		SAVE (END/2 rd)								
		30	BARE HAND DAMAGE... 1d10+3			TO HIT TABLE				
		SAVE (END/4 rd)								
15	WEAPON DAMAGE			Modern..... 25 ..... 58 ..... 41 ... PER SETTING						
UNC (END/10 rd)										
6	SKILL BONUS.....+ 0			(SKILL + DEX)/2=TOHIT DMG						
TOTAL.....= 1d10+3										
1	STR BONUS.....+ 3			H-T-H..... 15 ..... 58 ..... 36 ... 1d10+3						
SKILL BONUS.....+ 0										
2	TOTAL.....= 3			Knife .. 10 ..... 58 ..... 34 ... 2d10+3						
3	Action Point Table			To-Hit Modifiers						
4	Position Change			Target Modifiers						
5	Turn in Place 1			Dice Mod						
6	Stand-to-Sit or reverse 1			Range						
7	Stand-to-Kneel or reverse 1			Point-Blank -15						
8	Kneel-to-Prone or reverse 1			Short 0						
9	Movement			Medium +15						
	Walk 1sq orthogonal 1			Long +30						
	diagonal 1.5			Extreme +45						
	Evade 1sq orthogonal 2			Size						
	diagonal 3			Very Small +30						
	Crawl 1sq orthogonal 2			Small +15						
	diagonal 3			Man-size 0						
	Run for full Turn 1/2 all AP			Large -15						
	Climb Stairs or Ladder 2x AP			Specific Location +15						
	Climb Rope 3x AP			Position						
	Swim 2x AP			Standing 0						
	Equipment and Weapon Use			Crouched +5						
	Short Communication 1			Prone -10						
	Draw and Ready Device 2			Concealment						
	Operate Familiar Device 2			≤ 1/3 0						
	Draw and Ready Weapon 2			1/3 - 2/3 +10						
	Aim Weapon 2			2/3 ≥ +30 or more						
	Quick-Draw and Fire 3			Movement						
	Fire Ready Weapon 1			Stationary -15						
	Throw Ready Weapon 1			Moving 0						
	Adjust Weapon Settings 2			Running +5						
	Reload Weapon 2			Attacker Modifiers						
	Combat and Emergency Evasion			Aiming						
	Attack min. 3			Aimed Shot -25						
	Parry/Defend min. 2			Snapshot 0						
	Dodge min. 3			Quick-Draw/Shoot +25						
	Duck Thrown Weapon 2			Wrong-Hand +20						
	Hide in Same Square 1			Simultaneous Attacks +10 each						
	Hide in Adjacent Square 4			Movement						
	Roll Sideways 2			Stationary 0						
	Drop-to-Ready 1			Moving +5						
	Drop-to-Prone 0			Running +15						
	Dive to Prone 2			Evading +30						
	Dive Roll 4			Vulcan Nerve Pinch						
	Flying Tackle min. 4			Target is: Die Mod						
	Terrain Modifiers			Totally Unawares -30						
	Clear, Road or Path 1x AP			Surprised or Distracted -20						
	Hills, Light Vegetation 2x AP			Alert and Aware +20						
	Swampy, Rocky, Hvy Veg 3x AP			Aware of the Technique +40						
	Cliffs, Rough Terrain 2x - 4x AP									

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AORN SORVEX	AGE	33	STR	D	<b>Top Skills</b> 1. Chemistry, E 2. Anthr, Hum, E 3. LS Tech, F 4. ST Sensors, F 5. Biology, F ...
SPECIES	P.O.B.	SEX	M	END	D	
HUMAN	CASTROLLA IX	HT	6'0	INT	D	
BRANCH	MEDICAL	WT	200	DEX	D	
RANK	ENSIGN	HAIR	PURPLE	CHA	D	
CURRENT ASSIGNMENT	LAB TECH,	EYES	PURPLE	COOL	D	Dept Y/ <input checked="" type="radio"/> N Head <input checked="" type="radio"/> N
		D.O.B.		LUC	E	Cmd Y/ <input checked="" type="radio"/> N School <input checked="" type="radio"/> N
				PSI	H	Contact Team Y/ <input checked="" type="radio"/> F Certified? <input checked="" type="radio"/> N

230101.01



## Service Record

Honors  
Commendation



Assignments 6+ Years Served

Cadet 1: Col, 2: Exp  
 Term 1 Acad Inst, 4  
 Term 2 Acad Inst, 2  
 Term 3 Current, 3, 3rd year  
 Term 4  
 Term 5  
 Term 6  
 Term 7  
 Term 8  
 Term 9  
 Term 10



Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills

Attribute

1  
2  
3

Awards and Honors  
Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

Dreams and Direction

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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Administration . . . . .	Demolitions . . . . .	Medicine . . . . .	ST Sensors . . . . .
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . .	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . .	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . . . . .	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . .	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . . . .	Gaming . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . .	Gambling . . . . .	Psych . . . . .	Trade & Commerce . . . . .
Botany . . . . .	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .		Shuttle Pilot . . . . .	
Chemistry . . . . .	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat . . . . .	Instruction . . . . .	Sm Equip Tech . . . . .	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . .	
Armed . . . . .	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . .	Lang . . . . .		Zoology . . . . .
Modern . . . . .		ST Cbt Tac/Str . . . . .	
Computer Op . . . . .	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . .	ST Engineering . . . . .	
	Life Support Tech . . . . .	ST Helm . . . . .	
Dmg Ctrl Proc . . . . .	Materials Science . . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . .	



ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND    FATIGUE    STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)				
		UNC (END/10 rd)	<b>WEAPON DAMAGE</b> STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=			
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

**Action Point Table**    *A Opportunity Action*

<i>Position Change</i>		
▲ Turn in Place		1
Stand-to-Sit or reverse		1
▲ Stand-to-Kneel or reverse		1
▲ Kneel-to-Prone or reverse		1
<i>Movement</i>		
Walk 1sq orthogonal		1
diagonal		1.5
Evade 1sq orthogonal		2
diagonal		3
Crawl 1sq orthogonal		2
diagonal		3
Run for full Turn		1/2 all AP
Climb Stairs or Ladder		2x AP
Climb Rope		3x AP
Swim		2x AP
<i>Equipment and Weapon Use</i>		
▲ Short Communication		1
Draw and Ready Device		2
▲ Operate Familiar Device		2
Draw and Ready Weapon		2
Aim Weapon		2
▲ Quick-Draw and Fire		3
▲ Fire Ready Weapon		1
▲ Throw Ready Weapon		1
Adjust Weapon Settings		2
Reload Weapon		2
<i>Combat and Emergency Evasion</i>		
▲ Attack	min. 3	
▲ Parry/Defend	min. 2	
▲ Dodge	min. 3	
▲ Duck Thrown Weapon	2	
▲ Hide in Same Square	1	
▲ Hide in Adjacent Square	4	
▲ Roll Sideways	2	
▲ Drop-to-Ready	1	
▲ Drop-to-Prone	0	
▲ Dive to Prone	2	
▲ Dive Roll	4	
Flying Tackle	min. 4	
<i>Terrain Modifiers</i>		
Clear, Road or Path	1x AP	
Hills, Light Vegetation	2x AP	
Swampy, Rocky, Hvy Veg	3x AP	
Cliffs, Rough Terrain	2x - 4x AP	

**To-Hit Modifiers**

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
<b>Attacker Modifiers</b>	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<b>Vulcan Nerve Pinch</b>	
Target is:    Die Mod	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y <input type="radio"/> N <input checked="" type="radio"/>
			PSI	Cmd School	Y <input type="radio"/> N <input checked="" type="radio"/>
				Contact Team Certified?	Y <input type="radio"/> F <input checked="" type="radio"/>

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### Service Record

Honors
--------

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<b>Assignments</b>	_____ Years Served
Cadet	
Term 1	
Term 2	
Term 3	
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	



Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills

Attribute

1  
2  
3

Awards and Honors  
Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

Dreams and Direction

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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Administration . . . . .	Demolitions . . . . .	Medicine . . . . .	ST Sensors . . . . .
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . .	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . .	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . . . . .	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . .	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . . . .	Gaming . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . .	Gambling . . . . .	Psych . . . . .	Trade & Commerce . . . . .
Botany . . . . .	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .		Shuttle Pilot . . . . .	
Chemistry . . . . .	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat . . . . .	Instruction . . . . .	Sm Equip Tech . . . . .	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . .	
Armed . . . . .	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . .	Lang . . . . .		Zoology . . . . .
Modern . . . . .		ST Cbt Tac/Str . . . . .	
Computer Op . . . . .	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . .	ST Engineering . . . . .	
	Life Support Tech . . . . .	ST Helm . . . . .	
Dmg Ctrl Proc . . . . .	Materials Science . . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . .	



ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND    FATIGUE    STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)				
		UNC (END/10 rd)	<b>WEAPON DAMAGE</b> STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=			
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

**Action Point Table**    *A Opportunity Action*

<i>Position Change</i>		
▲ Turn in Place		1
Stand-to-Sit or reverse		1
▲ Stand-to-Kneel or reverse		1
▲ Kneel-to-Prone or reverse		1
<i>Movement</i>		
Walk 1sq orthogonal		1
diagonal		1.5
Evade 1sq orthogonal		2
diagonal		3
Crawl 1sq orthogonal		2
diagonal		3
Run for full Turn		1/2 all AP
Climb Stairs or Ladder		2x AP
Climb Rope		3x AP
Swim		2x AP
<i>Equipment and Weapon Use</i>		
▲ Short Communication		1
Draw and Ready Device		2
▲ Operate Familiar Device		2
Draw and Ready Weapon		2
Aim Weapon		2
▲ Quick-Draw and Fire		3
▲ Fire Ready Weapon		1
▲ Throw Ready Weapon		1
Adjust Weapon Settings		2
Reload Weapon		2
<i>Combat and Emergency Evasion</i>		
▲ Attack		min. 3
▲ Parry/Defend		min. 2
▲ Dodge		min. 3
▲ Duck Thrown Weapon		2
▲ Hide in Same Square		1
▲ Hide in Adjacent Square		4
▲ Roll Sideways		2
▲ Drop-to-Ready		1
▲ Drop-to-Prone		0
▲ Dive to Prone		2
▲ Dive Roll		4
Flying Tackle		min. 4
<i>Terrain Modifiers</i>		
Clear, Road or Path		1x AP
Hills, Light Vegetation		2x AP
Swampy, Rocky, Hvy Veg		3x AP
Cliffs, Rough Terrain		2x - 4x AP

**To-Hit Modifiers**


Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
<b>Attacker Modifiers</b>	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<b>Vulcan Nerve Pinch</b>	
Target is:    Die Mod	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# STARFLEET INFONET PUBLIC PERSONNEL RECORDS

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## Honors

# Honors



## Years Served

## Term 10





Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills

Attribute

1  
2  
3

Awards and Honors  
Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

Dreams and Direction

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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Administration . . . . .	Demolitions . . . . .	Medicine . . . . .	ST Sensors . . . . .
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . .	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . .	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . . . . .	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . .	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . . . .	Gaming . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . .	Gambling . . . . .	Psych . . . . .	Trade & Commerce . . . . .
Botany . . . . .	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .		Shuttle Pilot . . . . .	
Chemistry . . . . .	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat . . . . .	Instruction . . . . .	Sm Equip Tech . . . . .	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . .	
Armed . . . . .	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . .	Lang . . . . .		Zoology . . . . .
Modern . . . . .		ST Cbt Tac/Str . . . . .	
Computer Op . . . . .	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . .	ST Engineering . . . . .	
	Life Support Tech . . . . .	ST Helm . . . . .	
Dmg Ctrl Proc . . . . .	Materials Science . . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . .	



<b>ACTION POINTS</b>  <div style="display: flex; justify-content: space-around; font-size: 2em; font-weight: bold;"> 1 2 3 4 5 6 7 8 9 10 </div>	UNCONSCIOUS SAVES	NATURAL	WOUND    FATIGUE    STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd	
		CURRENT	<div style="border: 1px solid black; padding: 5px;"> <b>ATTRIBUTE FATIGUE EFFECTS</b> </div>				PSI Pool
		SAVE (END/2 rd)					NATURAL
		SAVE (END/4 rd)					<b>TO HIT TABLE</b> (SKILL + DEX)/2=TOHIT    DMG Modern.....PER SETTING H-T-H.....1d10+
		UNC (END/10 rd)	<b>WEAPON DAMAGE</b> STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=				.....

**Action Point Table    A Opportunity Action**

*Position Change*

▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1

*Movement*

Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP

*Equipment and Weapon Use*

▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2

*Combat and Emergency Evasion*

▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4

*Terrain Modifiers*

Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

**To-Hit Modifiers**

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
<b>Attacker Modifiers</b>	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<b>Vulcan Nerve Pinch</b>	
Target is:                      Die Mod	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y <input type="radio"/> N <input checked="" type="radio"/>
			PSI	Cmd School	Y <input type="radio"/> N <input checked="" type="radio"/>
				Contact Team Certified?	Y <input type="radio"/> F <input checked="" type="radio"/>

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### Service Record

Honors
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<b>Assignments</b>	_____ Years Served
Cadet	
Term 1	
Term 2	
Term 3	
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	



Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills

Attribute

1  
2  
3

Awards and Honors  
Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

Dreams and Direction

# STARFLEET OFFICER RECORD

NAME

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

STARSHIP

EXPLORATION

MILITARY

COLONIZATION

MERCHANT MARINE

STARBASE DUTY

ACADEMY INSTRUCTOR

Passed

Honors

High Honors

NAME

AGE

SPECIES

P.O.B.

SEX

HT

RANK

WT

BRANCH

HAIR

ASSIGNMENT

EYES

D.O.B.

23010101

CADET  
CRUISE

1st

2nd

3rd

4th

5th

6th

Personal/Family Notes

CREDITS

ACTIVE  
DUTY

Term Length

Efficiency

Awards, Honorifics and Notes

Cadet Cruise

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down	

Administration . . . . .	Demolitions . . . . .	Medicine . . . . .	ST Sensors . . . . .
Anthrop . . . . .	Disguise . . . . .	. . . . .	ST Services . . . . .
. . . . .	Ecology . . . . .	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . .	Oceanography . . . . .	Stealth/Hide . . . . .
. . . . .	Federation History . . . . .	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . .	Philosophy . . . . .	Survival . . . . .
. . . . .	Forgery . . . . .	. . . . .	. . . . .
Astron/Atrophys . . . . .	Gaming . . . . .	Physics . . . . .	Track/Evade . . . . .
Biology . . . . .	Gambling . . . . .	Psych . . . . .	Trade & Commerce . . . . .
Botany . . . . .	Geology . . . . .	. . . . .	Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech . . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .	. . . . .	Shuttle Pilot . . . . .	. . . . .
Chemistry . . . . .	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat	Instruction . . . . .	Sm Equip Tech . . . . .	Vehicle Op . . . . .
. . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . .	. . . . .
. . . . .	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
. . . . .	Lang . . . . .	. . . . .	Zoology . . . . .
. . . . .	. . . . .	ST Cbt Tac/Str . . . . .	. . . . .
Computer Op . . . . .	Law . . . . .	ST Comm Proc . . . . .	. . . . .
Computer Tech . . . . .	. . . . .	ST Comm Tech . . . . .	. . . . .
Culture . . . . .	Leadership . . . . .	ST Engineering . . . . .	. . . . .
. . . . .	Life Support Tech . . . . .	ST Helm . . . . .	. . . . .
Dmg Ctrl Proc . . . . .	Materials Science . . . . .	ST Navigation . . . . .	. . . . .
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . .	. . . . .



ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND    FATIGUE    STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)				
		UNC (END/10 rd)	<b>WEAPON DAMAGE</b> STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=			
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

**Action Point Table**    *A Opportunity Action*

<i>Position Change</i>		
▲ Turn in Place		1
Stand-to-Sit or reverse		1
▲ Stand-to-Kneel or reverse		1
▲ Kneel-to-Prone or reverse		1
<i>Movement</i>		
Walk 1sq orthogonal		1
diagonal		1.5
Evade 1sq orthogonal		2
diagonal		3
Crawl 1sq orthogonal		2
diagonal		3
Run for full Turn		1/2 all AP
Climb Stairs or Ladder		2x AP
Climb Rope		3x AP
Swim		2x AP
<i>Equipment and Weapon Use</i>		
▲ Short Communication		1
Draw and Ready Device		2
▲ Operate Familiar Device		2
Draw and Ready Weapon		2
Aim Weapon		2
▲ Quick-Draw and Fire		3
▲ Fire Ready Weapon		1
▲ Throw Ready Weapon		1
Adjust Weapon Settings		2
Reload Weapon		2
<i>Combat and Emergency Evasion</i>		
▲ Attack	min. 3	
▲ Parry/Defend	min. 2	
▲ Dodge	min. 3	
▲ Duck Thrown Weapon	2	
▲ Hide in Same Square	1	
▲ Hide in Adjacent Square	4	
▲ Roll Sideways	2	
▲ Drop-to-Ready	1	
▲ Drop-to-Prone	0	
▲ Dive to Prone	2	
▲ Dive Roll	4	
Flying Tackle	min. 4	
<i>Terrain Modifiers</i>		
Clear, Road or Path	1x AP	
Hills, Light Vegetation	2x AP	
Swampy, Rocky, Hvy Veg	3x AP	
Cliffs, Rough Terrain	2x - 4x AP	

**To-Hit Modifiers**

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
<b>Attacker Modifiers</b>	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
<b>Vulcan Nerve Pinch</b>	
Target is:    Die Mod	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

# FEDERATION DATABANK

## STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y <input type="radio"/> N <input checked="" type="radio"/>
			PSI	Cmd School	Y <input type="radio"/> N <input checked="" type="radio"/>
				Contact Team Certified?	Y <input type="radio"/> F <input checked="" type="radio"/>

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## Service Record

Honors
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<b>Assignments</b>	_____ Years Served
Cadet	
Term 1	
Term 2	
Term 3	
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	



Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

Areas of Improvement

Skills

Attribute

1  
2  
3

Awards and Honors  
Cadet

Term 1  
2  
3  
4  
5  
6  
7  
8  
9  
10

History and Notes

Dreams and Direction

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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[illegible]

Administration . . . . .	Demolitions . . . . .	Medicine . . . . .	ST Sensors . . . . .
Anthrop . . . . .	Disguise . . . . .		ST Services . . . . .
	Ecology . . . . .	Meteorology . . . . .	ST Weapon Ops . . . . .
Appraisal . . . . .	Electronics . . . . .	Negot/Diplomacy . . . . .	ST Weapons Tech . . . . .
Archaeo . . . . .	Enviosuit Ops . . . . .	Oceanography . . . . .	Stealth/Hide . . . . .
	Federation History . . . . .	Pers Wpn Tech . . . . .	Streetwise . . . . .
Art . . . . .	Federation Law . . . . .	Philosophy . . . . .	Survival . . . . .
	Forgery . . . . .		
Astron/Atrophys . . . . .	Gaming . . . . .	Physics . . . . .	Track/Evade. . . . .
Biology . . . . .	Gambling . . . . .	Psych . . . . .	Trade & Commerce . . . . .
Botany . . . . .	Geology . . . . .		Transporter Ops . . . . .
Bribery . . . . .	Hvy Wpns Op/Tech . . . . .	Scrounge . . . . .	Transporter Tech. . . . .
Burglary . . . . .	History . . . . .	Seduction . . . . .	Trivia . . . . .
Carousing . . . . .		Shuttle Pilot . . . . .	
Chemistry . . . . .	Holotechnology . . . . .	Shuttle Sys Tech . . . . .	Variable-G Ops . . . . .
Combat . . . . .	Instruction . . . . .	Sm Equip Tech. . . . .	Vehicle Op . . . . .
Archaic . . . . .	Interrogation . . . . .	Sm Unit Tactics . . . . .	
Armed . . . . .	Intimidate . . . . .	Sports . . . . .	Warp Drive Tech . . . . .
H-T-H . . . . .	Lang . . . . .		Zoology . . . . .
Modern . . . . .		ST Cbt Tac/Str. . . . .	
Computer Op . . . . .	Law . . . . .	ST Comm Proc . . . . .	
Computer Tech . . . . .		ST Comm Tech . . . . .	
Culture . . . . .	Leadership . . . . .	ST Engineering . . . . .	
	Life Support Tech . . . . .	ST Helm . . . . .	
Dmg Ctrl Proc . . . . .	Materials Science. . . . .	ST Navigation . . . . .	
Def Shield Tech . . . . .	Mechanics . . . . .	ST Security . . . . .	



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Aware of the Technique	+40

# STARFLEET INFONET PUBLIC PERSONNEL RECORDS

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## Honors



## Years Served

## Term 10











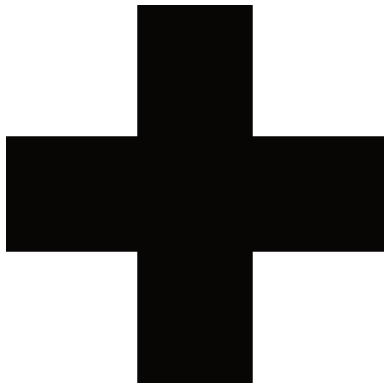
# *Star Trek: The Role Playing Game*<sup>™</sup>

Jack Photon's 4.0th Fantaversary Revision

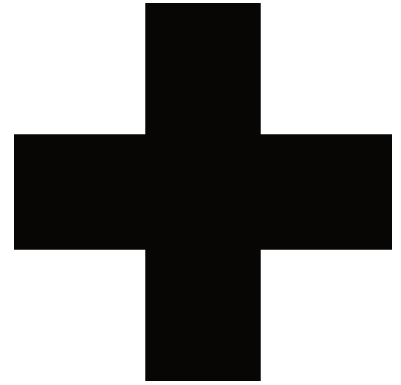
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Twenty Pre-Rolled NPC's and five blanks to customize.

Throw those cardboard NPCs away!  
Bring your games to life with living NPC's; each with important notes such as *'that time when'* to give you story hooks and leads to explore with your players in your campaign.



21st Century  
**HOUSE  
RULES**  
for 23rd Century Gaming



*"To explore strange new worlds.  
To seek out new life and new civilizations.  
To boldly go where none a'gone a'fore. A'yup."*

FASA-RPG **Jack Photon's** HOUSE RULES  
4.0<sup>th</sup> Fantaversary Revision



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